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ISBN 1-87254-010-0
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GAMEPROTM



From the Editors of GamePro Magazine

The Unauthorized Nintendo, Genesis, & TurboGrafx-16 Tips Guide



IDG BOOKS WORLDWIDE

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To Bonnie, Lynn, Matt, and of course, Max, Ryan, and Mookie
for their patience and support.

Thanks to everyone at IDG Books – we couldn't have done it
without you.

(And to Bill Murphy, without whom this book
would not have been possible.)

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ISBN #1-878058-01-0

10 9 8 7 6 5 4 3 2 1

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N=Nintendo; T=TurboGrafx-16; G=Genesis

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Introduction

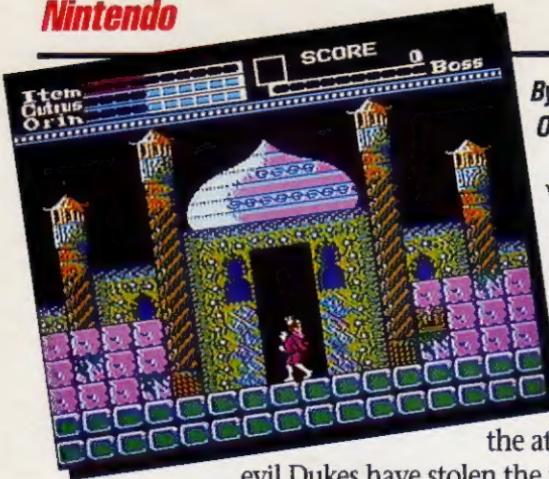
Welcome to GamePro's Hot Tips: Adventure Games. Here at GamePro we play video games for a living, and we know what kinds of information help us to improve our gameplay. But when we sat down to write this book we once again asked ourselves, "What does the serious video gamer want in a game tips book?" To find the answer we took a look at what you, the experts, had to say - we opened our mail! Based on your letters and phone calls we know that what matters to you are winning techniques to help you improve your scores and make you a better player. So that's what we've packed this book with - the hottest tips, tactics, and passwords, or S.W.A.T. (Special Weapons and Tactics) from GamePro Magazine, for the most popular adventure games available.

And there's more! You'll also find a brief description of each game as well as color screen shots to show you how the game looks. Near the end of the book you'll find a section on up and coming adventure titles. You'll also find a section of hot tips, tactics, and passwords for over 50 additional adventure titles. Finally, just for you, there's a great batch of special coupon offers and specials in the back of the book.

Grab your controllers, shake out your wrists, and loosen up your thumbs! You're about to attack the video dimension with GamePro!

P.S. Don't forget - as always when we say "Game Pro" we mean you! Send us your tips and tactics, and you might find yourself in the next book or an issue of GamePro Magazine. Send mail to GamePro, P.O. Box 3329, Redwood City, CA 94064. And don't forget to check out our companion book, GamePro Hot Tips: Sports Games. It's packed with great tips and tactics, too!





By Taxan

One or Two Players (simultaneous)

Welcome to the Dark Ages – of the future! Nuclear war plunged the planet into eons of darkness and chaos until the Great King harnessed the wonderful powers of the 8 Eyes, magic gems formed by the atomic holocaust. Now, eight evil Dukes have stolen the jewels and banished the king to a vast radioactive wasteland.

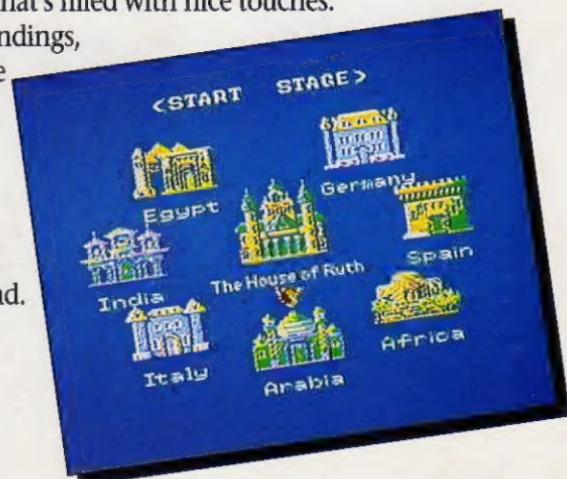
You are Orin, the King's devoted falconer. With your wily bird, Cutrus, you venture forth to the eight castles of the evil Dukes to retrieve the jewels and bring the King back to power. In a one-player game you play both Orin and Cutrus. In two-player quests, one of you plays the bird.

8 Eyes is a good-looking cart that takes you on a far-flung quest to Spain, Egypt, Italy, India, Africa, Germany, and Arabia. You have to battle a horde of vicious creatures and evil henchmen in each castle to finally fight a Duke for one of the jewels. Get seven gems and you enter the House of Ruth to fight all eight Dukes and find the final jewel.

This cart is equal parts slashing and sleuthing. Defeat creeps and creatures and they give up special weapons and life points. The game's also full of hidden power-up items.

8 Eyes is a real challenge that's filled with nice touches. You can get three different endings, and you can replay the game at two higher levels of difficulty. Also, Cutrus is a unique ally, really a living weapon.

Try 8 Eyes and you'll find that a bird is man's best friend.





Hot ProTips

★ Visit the castles in this order to reach the House of Ruth: Spain, Egypt, Italy, India, Africa, Germany, and Arabia.

- ★ Make Cutrus fly higher by jumping as you release him. Press A and at the height of your jump press B and Up.
- ★ Before you enter a castle, use your sword and Cutrus to find power-ups outside that max your lives and your item power. For Spain, the power-up is at the first brick at the far left of the screen on top of the rampart. You must make Cutrus fly extra high to get it. The power-up in front of Egypt is above the second small statue on the left. For Italy, the power-up is at the first torch at the far right of the screen. Other power-ups only appear during two-player games.
- ★ You can beat all enemies with short weapons without taking any hits. Step towards them to make them stop. Then step back and wait for them to swing at you. After they swing, finish them off.
- ★ Some enemies only Cutrus can defeat, such as the Kicker and Hardball.
- ★ You can block shots such as arrows and daggers with your sword.
- ★ When you walk up stairs to reach a villain, you can attack them without taking any hits by stopping on the top step and stabbing them from there.
- ★ Flying things such as vultures and skulls provide an easy way to power up. Position yourself so you can stab them and grab their crosses at the same time. If you're patient you'll get up to two Red Crosses.
- ★ Just before you reach a Duke's room there are usually full power-up jars hidden somewhere.

- ★ Whenever you reach a Duke's room, search for invincibility potions, sword power-ups, and other powers that will help you defeat the Duke. Use Cutrus in your searches.
- ★ When you reach the House of Ruth, find the super power-up jars before you fight all the Dukes again.
- ★ In the Jewel Room at the end of 8 Eyes you must place the jewels in the Altar of Peace in a particular order: Yellow, White, Green, Orange, Blue, Purple, Red, and Black.



Here are codes for the three endings:

First Ending: ONAPPMBPPF

Second Ending: CKBPPAAPEE

Third Ending: GBCPHAAHAD

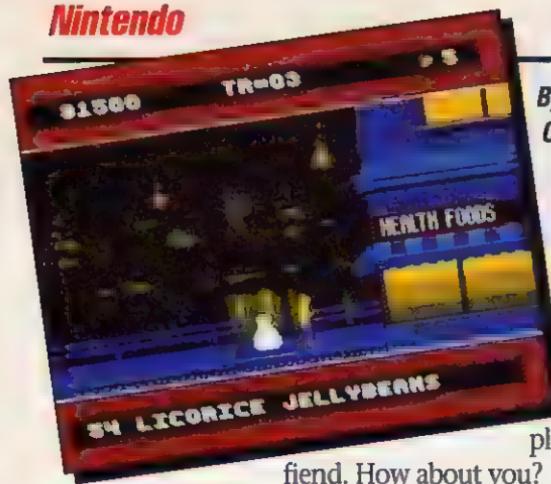
Here are passwords for two secret levels. When you complete the game once, you get the password:

TAXANTAXAN

which enables you play again at a much harder setting. After that there's an even harder setting that you reach with the password:

FINALSTAGE

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**By Absolute Entertainment
One Player**

Yipes! The evil emperor is forcing everyone on the planet Blobolonia to eat nothing but marshmallows and chocolate! Blobert ("Blob" for short) has journied to Earth to find someone to rid his home planet of this sweet-toothed

fiend. How about you?

Your adventure begins on Earth. You've got your wits and a pocket full of jellybeans. The Blob loves jellybeans of every flavor and each one turns him into a different useful object. With the Blob in tow you're ready to head down into the subway and the other underground passageways beneath the city. Why? Because you've got to search for hidden treasures and priceless gems. Why? Because you need the money to buy a supply of vitamins. Why? Because you've got to defeat a sugar-crazed marshmallow, chocolate-eating emperor. That's right! Only something healthy, like vitamins, can stop this saccharine sadist!

As you journey through the underground maze, you'll need the Blob's help. With the right combination of jellybeans, you'll navigate past deadly cliffs, underground lakes, razor-sharp stalactites, and vicious subway serpents.

Once you've bought your supply of vitamins and armed yourself with your trusty VitaBlaster, you're ready to blast off for Blobolonia. Blobolonia seems a pleasant place at first, but soon you're dodging falling marshmallows, exploding cherry bombs, and even deadly chocolate kisses. With the Blob at your side, you've got every chance of curing the emperor's sweet tooth for good. Watching the Blob eat all those tasty snacks makes you mighty hungry. We recommend you B.Y.O.B. (Bring Your Own Beans).





Hot ProTips

★ Sometimes the Blob has trouble keeping up with you. Although the Blob normally hates

Ketchup jelly beans, try tossing him one when you can't find him. The results are a pleasant surprise.

- ★** Our favorite strategy for tackling the subway is to work down the right-hand side, then search under the water, then go back up the middle, down the left side of the middle, and back up the left-hand side.
- ★** Get past the subway serpents by carefully studying their pattern of movement, and then running underneath them.
- ★** Turn the Blob into a torch to position him exactly where you need him for tricky trampoline jumps.
- ★** Seems impossible to get up the middle of the cavern? How about jumping – Blob will be glad to help!
- ★** The treasure chest guarded by the subway serpent seems impossible to grab – but it isn't. Position the Blob on the ledge directly over the treasure and turn him into a hole. When the serpent moves to the right of the treasure, jump through the hole and whistle immediately. With one fell swoop you'll grab the treasure and drop down to safety through the new hole the Blob forms.
- ★** Two bags of jellybeans are hidden underground – one to the lower left just above the water, and one in the upper left hand corner in the subway. Find them to replenish your jellybean supply and give you important items you'll need to survive on Blobolonia.
- ★** Don't use your Lime jellybean! You only have one, and you'll need the key it turns the Blob into at the very end of the game.
- ★** You don't actually have to grab all of the treasures to escape from the subway. If you collect 18 of the treasures, you can still buy your

vitamins at the Health Food Store. This means you can avoid trying to get some of the riskier treasures, such as the one at the bottom of the water surrounded by sharp spikes!

- ★ Once you reach Blobolonia, search for peppermints in the sky and below the ground. Grabbing five of these gives you an additional life.
- ★ You can get past the marshmallows by studying their patterns and moving through them carefully. But how about turning them off altogether? Here's what to do: After landing on Blobolonia, move one screen to your right and toss the Blob a coconut jellybean. Stay in this screen, toss the coconut to the right, and WAIT for about twenty seconds or so. You'll be able to watch how far the Blob rolls. Remember which screen he gets to and then whistle for him to return. Wait for him to return to you. Now, as you move ahead you'll find that the marshmallows are turned off and that the cherry bombs in however many screens he made it through have exploded. You can disarm the others with your VitaBlaster. The same trick works for the popcorn.
- ★ There is a way to turn the candy machines in the factory off. In the room before the machine use your trampoline to jump on top of the giant candy cane at the top of the room. Walk to the right and flip the machine switch to "off!" This works for both machines.
- ★ When you reach the giant candy cauldron you're likely to get hit by flying candy unless you turn the pot off. Try going below ground to locate the switch to turn the pot off!
- ★ Here's what the different kinds of jellybeans turn the Blob into:

| | |
|--------------|------------|
| Ketchup – | Catch Up |
| Tangerine – | Trampoline |
| Punch – | Hole |
| Coconut – | Coconut |
| Licorice – | Ladder |
| Strawberry – | Bridge |

| | |
|-------------|-------------|
| Cinnamon – | Blow Torch |
| Honey – | Hummingbird |
| Root beer – | Rocket |
| Apple – | Jack |
| Orange – | Vitablaster |
| Lime – | Key |

By Hudson Soft

One Player

Master Higgins is in quite a pickle. It seems an Evil Witch Doctor has snatched away Princess Leilani and hidden her somewhere in the South Pacific. There's only one way to get Leilani back, and as

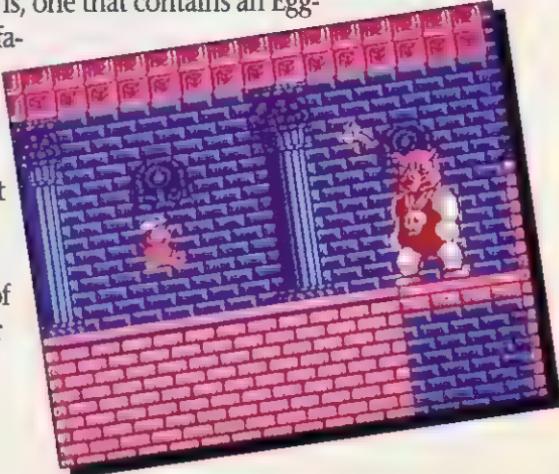
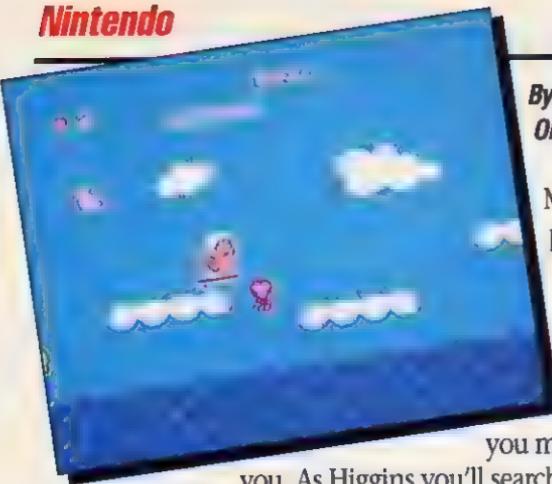
you might have guessed, it involves

you. As Higgins you'll search the whole of Adventure Island in your quest to rescue the fair Leilani.

Oh well, a South Pacific Island. Sun, sand, beautiful flowers, er, uh...hold it! Adventure Island has all of these things and more. It's the "more" that's the problem. You'll run across just about every obstacle you can imagine, and quite a few you could never imagine in your wildest dreams. Altogether your adventure leads you in a journey across the island that has eight stages (each with four rounds). The terrain ranges from forests to mountains to caves. And the inhabitants? Well, they're a strange lot also. Whether it's the more mundane Coyote and Cobra, or the more exotic Skeleton or Pooter (sort of an upright pig), it's never quite what you'd expect.

Of course, you will have some help. Along the way you can gather eggs filled with nice surprises. Inside of the eggs you'll find such helpful items as a Stone Axe, Milk (for energy), a Skateboard, and even the lovely Honeygirl (who gives you temporary invincibility). Of course, every once in awhile you'll run into a bad egg, that is, one that contains an Eggplant. It's not one of Higgins's favorite foods and it drains his energy quickly.

Adventure Island is an odyssey you won't soon forget - great graphics, great game-play, and a challenge that is not for the video-game faint of heart! Sure it's tough, but after all, "No man is an island," or something like that!





Hot ProTips

! You got all the way to Level 6 and then you died! Don't panic. There is a way to continue! During your

very first game (this won't work after you've hit Reset) at the very end of Area 1-4, right before the "G" sign there is a hidden egg. Jump up and down below the pineapple to find the egg, break it open, and inside you'll find the Hudson Bee. Once you have this bee you can continue your game unlimited times by hitting Right and Start simultaneously when your game is over. Phew!!

! Yes, you can get extra lives. You'll get an extra Higgins at 50,000 and 100,000 points.

! Here's a rundown on your island enemies:

Sneil – Just jump over him or hit him with one shot.

Cobra – Easy to shoot, but remember to jump over the venom he shoots.

Red Oct – He'll jump in your path, but it just takes one shot to get him.

Blue Oct – Same as the Red Oct except it takes two shots to knock him out.

Cavas – These birds are easy when there's just one of them, but an entire flock requires careful jumping and shooting.

Pooter – One shot and he's a piece of bacon.

Zigmo – Easy to shoot when they hang in one place, harder when they're moving up and down.

Basser – Try to shoot these bats as they come down low to the ground.

Skeleton – One shot and they're dead.

Kello – There are two different kinds of these frogs. The green ones are harmless. Just jump over them. The brown Kellos will come leaping at you. It takes two shots to fry them. If you don't have shooting power, you'll have to time your jumps to dodge the frog.

Waler – Shoot this fish or jump over him.

Coyote – One of your trickier foes because he comes at you from behind! Just be ready to turn and zap them quickly. If you zap him with a second shot when he's to your right, you'll earn an extra 1,000 points.

 The only other enemies you'll face are the Level bosses. These guys are easy to beat. It just takes well-aimed shots to their heads – you can tell when you've connected because the head turns red. You have to dodge the fire balls they toss, but they're slow. With each Boss you fight you'll notice they toss fireballs more often, and it takes more hits to the head to do them in.

 To see what the next Boss is going to look like try this: just after you knock the Boss' head off, press Pause.

 You'll have to do some really tricky jumping as you navigate around Adventure Island. Remember to use Button B to speed up your running which helps you to jump farther.

 Jump around and you might come across a hidden egg. The best way to find them is by shooting your weapon continuously. When you notice that your weapon disappears before it hits the ground, you should check that spot for a hidden egg. The hidden eggs can contain all kinds of nice surprises, like keys. A key can help you get to a bonus round!

 Bonus Round?? Yup! Here are a few Bonus Round locations:

Area 1, Round 1, Section 3: Stand between the fourth and fifth totem poles and wait for the platform to appear.

Area 1, Round 3, Section 2: Look for the key egg right on the stone ledge just before the dropping platform. Once you have the key the platform lifts you to a bonus level instead of dropping.

Area 2, Round 3, Section 2: There is a hidden egg on the stone section right after the "2" sign, near to the platform. Grab the key and the third platform lifts you to a bonus level.

Area 3, Round 1, Section 2: Pass the pair of frogs and then jump down two more steps to a long, flat area. Run back and forth and toss your axe and a platform appears to take you to a bonus round.

Area 4, Round 3, Section 4: Jump to the third small icy tower. Jump and you'll find a hidden egg. Grab the key and the next moving platform, just before the campfire, takes you to a Bonus Round.

Area 5, Round 1, Section 1: Grab the hidden egg with the key right before the cloud platforms. When you jump onto the last cloud platform you'll go to a Bonus Round.

Area 6, Round 2, Section 1: Jump over the rolling boulder and then right after the rock you'll find a Bonus Round. An elevator takes you up.

Area 8, Round 1, Section 3: You'll find the Bonus Round past the second rock with the hidden pot, and before the egg with the Eggplant. Remember, not only do these Bonus Rounds give you extra points, they also often let you get past especially difficult obstacles since after the Bonus Round you're at the end of the section.

- ★ Hidden eggs hold different items depending on the kind of weapon you have in hand when you discover them.
- ★ Some eggs contain firepower. This gives you a weapon that enables you to destroy rocks and boulders and other pesky obstacles. Look for a hidden egg with firepower in Area 1, Round 1, Section 2. If you're riding the skateboard, try hitting the bird with it and you might get the egg.
- ★ Milk bottles can be red or white. The white bottles recharge your energy bar. The red bottles recharge it and extend it!
- ★ An egg might even contain a 1-Up! For example, in Area 2, Round 4 there is a hidden egg that sometimes has an extra Higgins. Look for the egg after the Section 3 sign, just past the red flower.
- ★ There is usually an egg in Round 4 of each level that can give you two different special items depending on whether you jump on it or kick it.
- ★ Grab all of those strange pots or urns you'll see in the different areas. These give you extra points at the end of each Round.
- ★ Did we say Leilani? Well, the Princess' months of captivity must have brainwashed her. At the end of the game she's changed her name to Tina!

By Konami
One Player

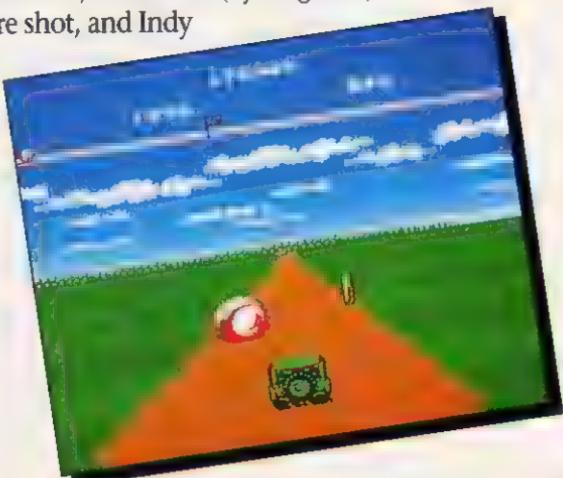


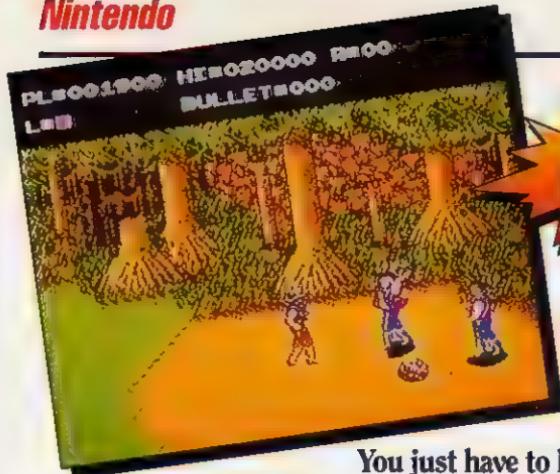
There's trouble brewin' in the Bayou. Gordon, gangster king of Bourbon Street, has kidnapped your beloved Annabelle and is holding her at his plantation. It's up to you, Bayou Billy, to traverse nine levels of danger to save her.

It's going to take all your skill to rescue Annabelle because the Adventures of Bayou Billy is a cart that tests your fighting, shooting, and driving abilities. Yep, Bayou Billy is three games in one. In the first portion of the game you must survive the swamp – 'rassling 'gators and punching out thugs. Next it's time to test your marksmanship as you reach the heart of the swamp. More fighting is on the agenda as you reach Gator Alley. And if you survive, you'll have to drive your jeep to New Orleans.

Beat up Gordon's henchmen and get stuff such as first-aid boxes, raw meat, bullet-proof vests, and bullets to help you along the way. You can also grab some weapons if you whomp the right guys. And there are plenty of henchmen to choose from. Wild Bill Yonder and Schwartz N. Eiger try to gun you down, and Lightning Rod and The Cajun Cut Throat have blades with your name on them.

You better be able to live up to Bayou Billy's reputation, because you're going to be whipped, kicked, shot at, and bitten (by alligators). But if you've got perseverance, a sure shot, and Indy 500 driving skills, you just might save the day. Unless the gators get you first.



**Hot ProTips**

★ Play through the driving game in Practice Mode to get a full tank of gas during Regular game play.

You just have to leave the game on when you're switching from Practice to Regular.

- ★ Defeat the alligators in the swamps by standing on the far left or the far right of the screen (furthest from the swamp) and kicking at them when they try to bite you. You'll do plenty of damage to these sharp-toothed reptiles.
- ★ You can receive a 100-bullet bonus during the game if you complete the shooting portion of the Practice Mode. Don't turn off the game after the Practice Mode – just go right into the regular portion of the game.
- ★ To defeat Rocky and Rocco concentrate on one of them at a time. Rocky and Rocco love to gang up on people – one holds the victim while the other one beats him up! If you beat one of them, the other is easy to get rid of.
- ★ Complete the Street Fighting practice sequence to gain a raw meat bonus for Regular game play. Once again, be sure to leave the game on when you switch to Regular game play.
- ★ Beware of enemies with swinging chains. They always flash red before trying to hit you with their weapons.



*By Sega of America
One Player*

Oh no! Alex Kidd's father, King Thor, is missing. The good news is that Alex knows who kidnapped his father – evil Ashra, the ruler of planet Paperock. The bad news is that Paperock is home to all kinds of ferocious creatures, each intent on keeping Alex from rescuing his father.

In this first 16-bit escapade for the famous Kidd, you'll battle your way to Paperock's Sky Castle through 11 danger-filled rounds – from the streets of Rookietown to the dungeons of Sky Castle. Along the way use your powerful jumps and kicks to protect yourself and also to uncover hidden items and power-ups.

Watch for Ashra's creatures everywhere you go. The creatures vary from the fairly innocuous Prairie Dogs and Hedge Hogs to the mysterious Old Wizards in the Rocky Mountains. You'll also get to match wits with a series of different foes in a round or two of Janken (Paper, Rock, Scissors). In each level you'll have several chances to enter a Janken house and try to beat the character there in order to earn a special item. Prizes you can win include the Pedicopter (a flying vehicle), the Pogo Stick (to help you jump higher), and the Cape (to make you invincible for a short period of time). Other Janken matches are tougher – lose and you lose your life!

You can set your level of difficulty and continue your game two times. If you make it to the end, you'll match wits in the ultimate Janken challenge with Ashra himself – his motto is "six hands are better than two." With 16 bits backing him up, Alex Kidd is bigger and better than ever. Here's looking at you, Kidd!





HOT TIPS

★ Remember, you have to have 1,000 Baums of gold (or more) to continue your game when you die!

★ Alex can gather special items in two ways: First, look for the black treasure chests. These hold 1-Ups, Necklaces, or sometimes Bombs! If Bombs appear, run or you'll lose a life.

★ The second way to gather special items is to win them. If you enter Janken houses, you can play Janken to win whatever special item is displayed in the house. Once you've won the item you can reenter the house to win it again – but it costs you a lot more!

★ Everyone has a Janken strategy they prefer. Some opponents are predictable and choose the same pattern every time. Learn the pattern to beat them. Others are more difficult. We have the most luck by relying on luck! Rapidly change your hand as fast as possible until the game stops. The odds are in your favor. You'll have a 66% chance of winning or at least scoring a tie!

★ Throughout the game gather the different special items – the Bracelet, the Cane, the Cape, the Pedicopter, the Motorcycle, the Pogo Stick, and the Necklace. As you play you'll learn where you like to use each of the items and then you can make sure that you have the item when you need it. While you're learning it's good to have the different items on hand to experiment with!

★ The Necklace is essential! In the higher levels of the game you face Janken opponents who won't let you advance to the next level unless you beat them. The Necklace enables you to see what they're thinking and beat them with ease! Collect as many Necklaces as you can! You'll find them in black treasures chests and Janken houses.

★ Remember that whatever obstacles were by the door of the Janken house as you entered will still be right there when you exit.

- ★ In Rookietown the Janken houses hold the Bracelet, the Pogo Stick, the Necklace, the Cane, and others.
- ★ To reach Rookietown's secret underground passage jump on the ground just before or after the second palm tree just past the first Janken house. There's usually a 1-Up down below.
- ★ The Prairie has some pesky enemies – the Prairie Dogs, the Spiders, and the Hedge Hogs. You can stand on the Prairie Dogs' heads, but the Spiders and Hedge Hogs tend to hide in the tall grass and to catch you unawares. An easy way to beat them is to get the Motorcycle from the first Janken house and then get on your bad bike and ride, plowing down the Dogs and Hogs as you go! Stop before you crash and you can save your Scooter for another time.
- ★ There is another secret underground passage on the Prairie. To enter it find the next orange treasure chest after the one guarded by the Eagle (it's inside a pyramid-shaped structure of blocks). Break the chest and jump on the ground below it to enter the secret passage. There is usually a 1-Up down here!
- ★ If you want to fly over the Splashy Sea, you'll need a Pedicopter – but if you crash into the water, you lose the vehicle. If you choose to swim, don't forget to stop at the Janken house located in the first green clump of seaweed along the bottom of the sea as you're coming from the left. Inside you can battle for the Cane.
- ★ Maneuvering underwater is tricky. If you swim underneath solid objects they'll help keep you from floating up.
- ★ Destroy the Octopus by blasting his tentacles.
- ★ If you can't jump over the Scorpions in the Desert try lying on your stomach and punching them. If they're on top of blocks stand one step below the edge of the level they're on and punch them as they come near. This trick works for lots of other enemies also.
- ★ Don't forget to search high in the sky above the Scorpion Desert. There is treasure hidden there. You might also find a camel and a palm tree made from blocks. Use the black blocks as trampolines, but watch out for flying foes.
- ★ The Bugs hidden in the desert sand pop up just after you leap over them. You're fine if you keep going forward and are out of their reach.

- ★ Be sure to investigate the two black treasure chests in the first pyramid structure you come to on the Pyramid level. One usually contains a 1-Up and the other contains an all-important Necklace.**
- ★ At the end of the Pyramid level you'll face your first life or death Janken match against the Queen of the Oasis. Make sure you put the Necklace on before you meet up with the Queen. You can't put it on during the match. You have to beat the Queen two times to get by. The first time you win she'll tell you she wasn't ready! If she beats you, you lose a life and return to the beginning of the Pyramid level.**
- ★ It's almost impossible to punch the ax-swinging Jason look-alikes in the Hi Ho Forest. Use blocks or tree trunks to knock them out. You can punch the Monkeys through tree trunks and stumps. Stand on the other side and punch when they're on the opposite side. Just watch out for their quick slide down the trunk!**
- ★ One of the easiest ways to get through the forest level is to use the Bracelet. Its shooting power lets you make quick work of Jasons, Monkeys, and the Birds without getting too near to them. Try to save a Bracelet for this level.**
- ★ The black treasure chest suspended over the hot lava in the forest usually contains either a Necklace or a 1-Up. The black treasure chests in the ground usually have bombs.**
- ★ Make sure you have the Necklace on before you challenge the Bear in a Janken match at the end of the Hi Ho Forest. You only have to beat him once to advance but if you lose, you lose a life and go back to the beginning of the forest.**
- ★ Tropicstown looks a lot like Rookietown. There are quite a few Janken houses where you can win nice items like the Pogo Stick, the Motorcycle, the Cane, the Cape, and the Bracelet. Stock up – you'll need them all!**
- ★ You'll find a secret underground passage in Tropicstown. The entrance is located underneath the first black treasure chest you come to. Break the chest and jump on the ground underneath. This large passage has lots of goodies, and usually a 1-Up in the chest at the top of the maze-like passage.**
- ★ In the first Rocky Mountain level you can search for treasure or, if you'd just like to reach the end of the level, head continually to your right staying up as high as possible.**

- [Yellow Star]** When you hear a mysterious sound in the Rockies, an old Wizard is about to materialize. If you keep moving, the Wizards are easy to outrun. If you stand and fight, they're hard to punch because they'll disappear. If you have the Bracelet, simply zap them the minute they appear.
- [Yellow Star]** Don't forget to put on the Necklace near the end of this first Rocky Mountain level. You'll have a much easier time beating the Old Wizard in a Janken match. You only have to win once.
- [Yellow Star]** In the second Rocky Mountain level stop quickly in the cave just to your left at the bottom for a Janken match and a prize.
- [Yellow Star]** To reach the end of this level just keep moving up! In especially tricky spots it doesn't hurt to slap on the Cape for a little invincibility. You can also use the Cane to fly upwards and save yourself a lot of trouble!
- [Yellow Star]** In Level 10 you'll fly your Pedicopter through the air to the entrance of Sky Castle. It's a short but tricky level. You've got to do some rapid peddling to keep your copter in the air, all the while shooting down the attacking blimps.
- [Yellow Star]** When you finally reach Sky Castle you'll discover that each area is basically a puzzle. To get past the rooms you'll have to navigate past falling spikes and walls, poisonous gas, seemingly impossible jumps, and other assorted predicaments. The Castle is the ultimate challenge in the game – but you'll make it!
- [Yellow Star]** If you make it to the end of the Castle you battle Ashra himself. First you have to beat him in a Janken match (tough since he's got six hands), and then you have to fight him to the death. Good luck!

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*By Sega of America
One or Two Players (simultaneous)*

You are a deceased Roman centurion – or you were until Zeus, God of Thunder, woke you from your eternal slumber. Zeus has asked you to defeat Neff, God of the Underworld, and rescue his daughter,

Athena, so she can take her rightful place among the gods. This first title for the Genesis brings home all of the horrifying action of the arcade hit.

Mere bravery and fighting skill aren't enough on this journey, and so you have been given the powers of the Altered Beast – the ability to change into a Werecreature of incredible power. To alter your form you must capture spirit balls from your conquered foes. Capture three spirit balls and you'll take the form of a man-beast. Capture three more spirit balls and with a mighty roar you become the Altered Beast.

Your enemies are gruesome. Round One takes place in the graveyard that was once your resting place. You'll take on the zombie-like Slow Feet and Headless Horrors, plus the dangerous Grave Masters. The boss of this level, Aggar, is a huge monstrosity who throws hideous heads at you.

Rounds Two and Three feature foes from the Hades animal kingdom. Energy-sucking Leeches, Chicken Stingers, giant Rattle Tails (overgrown snakes), Rock Turtles, Fossils (stone monsters), and giant ant-like Cave Needles await your arrival.

Altered Beast is a fast-paced fight-for-your-life game. Every enemy you encounter has a weak spot, and you'll spend your first couple of tries learning them. Altered Beast will bring out the beast in you. You'll find yourself howling at the moon before you know it.





Hot Tips

★ Start as any creature: Press Down on your control pad while holding Buttons A, B, and C. A selection screen comes up that enables you to choose the creature you wish to become each round (once you collect three power balls).

- ★ Change the difficulty setting of the game by holding down Button B when you press Start. A Play Select menu comes up that enables you to select the level of difficulty, choose the number of men to start with, and increase or decrease your power meter.
- ★ Sound Test: You can get a sound test selection screen by pressing the Upper Right diagonal on the control pad while holding Buttons A and C.
- ★ Dispatch Headless Horrors by kneeling and punching them in the midsection.
- ★ Defeat Aggar by firing a barrage of fireballs at him as you move towards him, and then as you quickly move away use the Flame Streak to wipe out any giant heads that Aggar flings at you.
- ★ Destroy Octeyes, the Level Two boss, by moving close to his eyeball spores and constantly using your Weredragon's Laser Barrier.
- ★ Use the Body Spin (in Werebear form) and stay close to the Moldy Snail. When the Snail changes to bright red, he's about to die. It takes approximately 10 hits to destroy the snail.
- ★ Defeat the Crocodile Worm by standing on either side of it and using your Pillar of Fire weapon. It's important to pick a spot out of the Worm's attack range but close enough to hit him with your attacks.
- ★ Your best chance against Neff is to stay away from him and to blast him with the Golden Fire and the Golden Arrows. It takes 15-20 hits to destroy him.

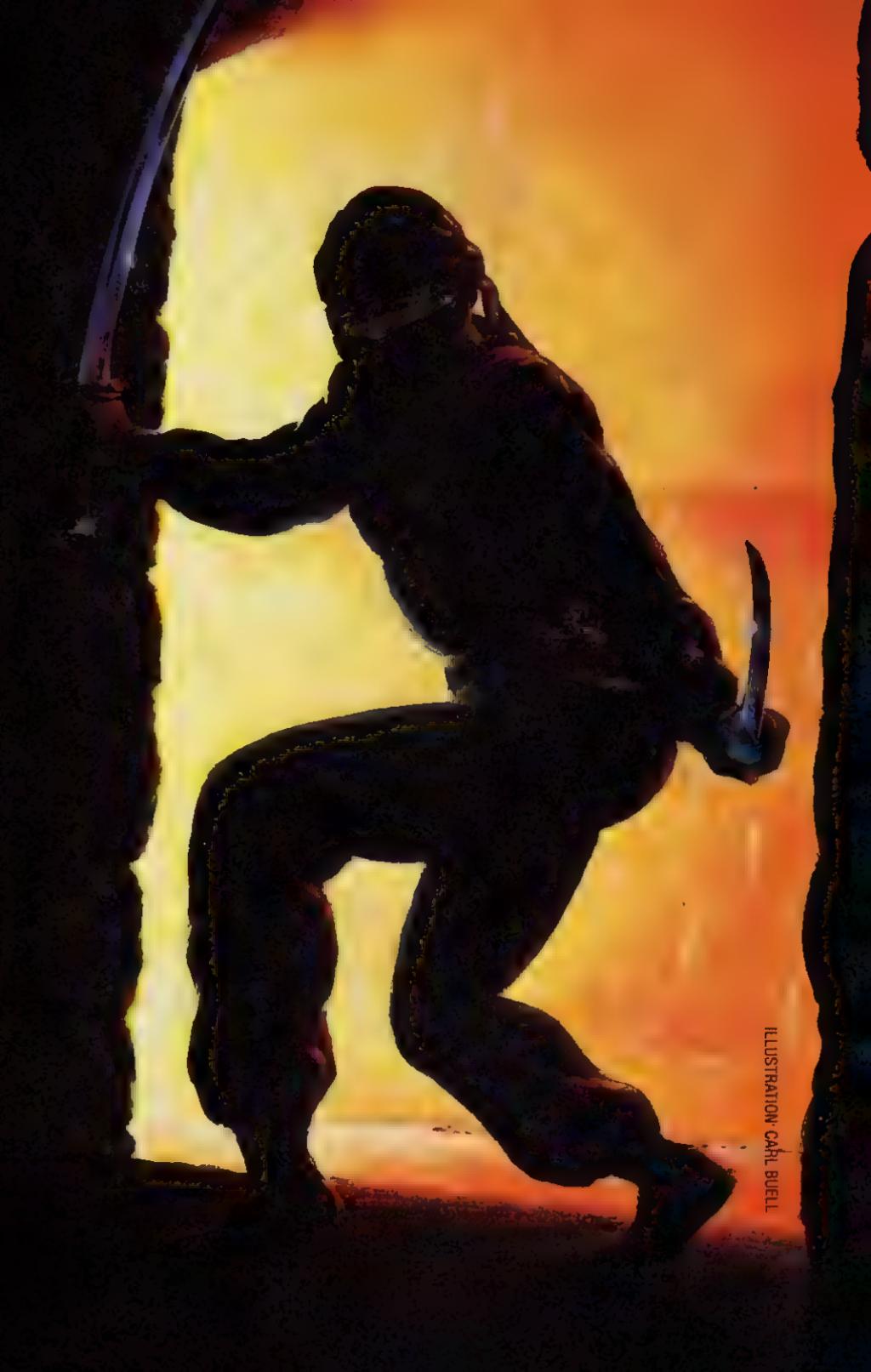
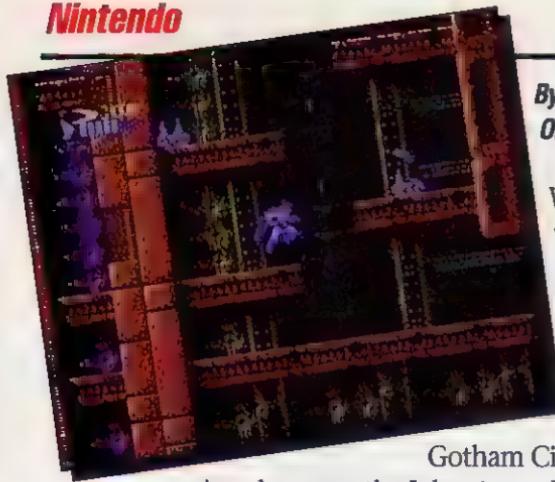


ILLUSTRATION: CARL BUELL



**By Sunsoft
One Player**

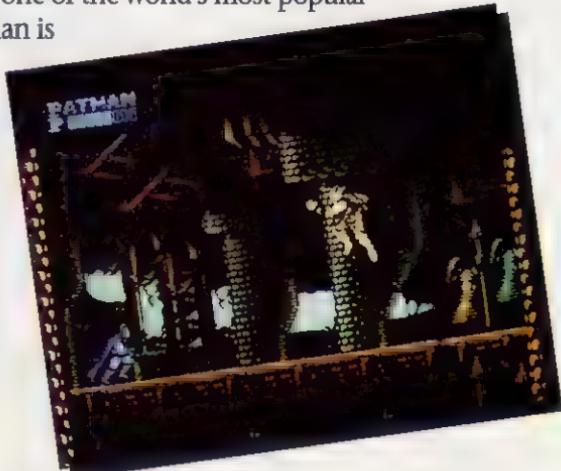
What's black, looks like a rat with wings, and enjoys stomping super baddies? Why Batman, of course! The Caped Crusader is the star of this action-packed video game based on the hit movie.

Gotham City is in hot water again. Batman's archenemy, the Joker, is producing a deadly nerve gas to use against the city. He has also kidnapped Vicki Vale, the girl friend of Bruce Wayne (Batman's alter ego). It'll take all your gaming skills to guide Batman to victory.

Using Batman's Spear Gun, Batarang, and Dirk, you must survive five levels of play before facing the Joker in a final showdown. Along the way Batman encounters villains such as the Killer Moth, a fireball-shooting assassin, the Electrocutioner, who transmits ten mega-giga volts of killer electricity from his arm, and Firebug, who shoots 600 million degree centigrade fireballs that instantly disintegrate anything they touch. And these guys are the LEAST of Batman's troubles. He still has to deal with the Joker.

Luckily, there are bonus items such as pellets (adding ammunition to your weapons), Hearts (which regenerate your Life Power Meter), and 1-Ups (to give you an extra life).

Don the cape and cowl of one of the world's most popular superheroes. As always, Batman is Gotham City's only hope. Succeed and Gotham City is rid of the Joker for good. Fail and Gotham is sentenced to a life filled with crime and bad jokes.





HOT TIPS

Stage 1-1: Defeat Heatwave by waiting at the edge of the shooting flames. When his flame is off, charge forward and punch his lights out.

- ★ Stage 1-2: Take on the flying menaces in this stage by staying low and using the Dirk to bring them down.
- ★ Stage 1-2: Attack the K.G. Beast quickly before he can pull his sword.
- ★ You can easily defeat the Killer Moth if you find a safe spot to stand while he throws his fireballs at you. You can find safety from the projectiles on the sides. When the Moth comes down to your level, hit him with your Dirk.
- ★ Stage 2-4 Machine Intelligence System Stage: You must destroy the Machine Intelligence System to disable the main power in the Axis Chemical Factory. The machine has three parts. Have Batman use his Dirk or Gun to demolish the Dual Cannon first. Next, take out the Electric Current Controller on the left. You can get a clear shot at it by standing on the right platform. Now, it's on to the Nerve Center. You have to punch the panel that is right above the blue light.
- ★ The Jaders are one of the toughest of the minor enemies Batman has to face. These creatures bounce repeatedly on Batman's head given the chance. Use the Batarang against them and move towards them when they're about to jump. This helps you avoid a headache.
- ★ Stage 3-4 The Electrocutioner: The Electrocutioner is one tough customer! He shoots a beam of electricity from his arm that knocks Batman for a loop. To defeat him, jump to the top platforms and stay on the same side as the Electrocutioner. When he jumps to the other side, follow him over, face the center, and punch him continuously. Keep this up until he's nothing but a spark.

- Stage 5-2 The Firebug:** This pyromaniac raises his arms when he's about to throw fireballs at Batman. Jump over them and fire the Batarang at him. The Batarang is the best weapon to use in this stage because you have to conserve your weapon energy for your battle with the Joker – the Batarang only uses one shot and hits the Firebug twice each time you throw it. When Firebug rushes at you, run towards him and jump. Your momentum should carry you safely over him, and then you can shoot him from behind.
- The Joker:** The Joker uses an attack pattern similar to the Firebug's. He brings lightning from the sky to sizzle Batman. You can expect the zap when Joker raises one of his arms. Avoid the lightning and jump over the bullets he fires from his gun, then use your Batarang on the Clown Prince of Crime. You can also defeat the Joker by ducking down right where the tip of his gun is at the floor and punching away at his stomach. You'll be able to avoid both the deadly shots from his gun and his lightning from the sky.

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*By Hudson Soft/NEC
One Player*



At the dawn of time, mankind learned to use their heads to survive in a perilous prehistoric world. Bonk's Adventure is a sort of lesson review.

You play Bonk, a cute, crafty little cave dude who specializes in using his head, the hard way.

The abominable King Drool nabbed Princess Za. As the hard-headed caveboy, you decide to save her. You'll headbutt your way across a zany primitive landscape through five circuitous levels, divided into seven areas each. The action scrolls horizontally, left to right, but to complete your quest you bash goofy prehistoric beasts on land, under water, and in the air.

The graphics have a great cartoony look. Go head-to-whatever with snapping 'gators, near-sighted dinosaurs, slimy leeches, helmet-headed birds, and other creepy creatures. You also face loony level bosses – Huey, Punch Pedro, Gladdis, Kongo Zilla, and T. Ractorhead. A nice aspect of Bonk's is that you don't kill the bosses, you just knock some sense into them to make them your friends. Save the princess at the end of the fifth level and you zoom off-planet to knock heads with King Drool.

All this action gives Bonk a voracious appetite. Eating fruits and veggies racks up points towards extra lives. For a real mind-blowing experience gobble down a chunk of meat for temporary invincibility.

And just because you're on a quest, it doesn't mean you can't stop to smell the flowers. In fact, squash 'em for all sorts of goodies.

Bonk's Adventure is a fanciful, wacky head trip that delivers hours of challenge and fun – and a load of laughs, too.





Hot ProTips

★ Use Turbo to spin continuously, almost like flying. Use the Turbo option, jump into the air and hold down Button II.

- ★ With the spin move, you can continuously bonk creatures into the air to rack up points. You can also use it to hit Huey, Punch Pedro, T. Ractorhead, and King Drool in the head.
- ★ Get an extra life as soon as you begin the game. When Bonk first appears, bonk the ground to the far left of the screen. When the little pink flower appears, bonk it and a flying flower appears. Grab it and it turns into a regular pink flower that holds an extra Bonk.
- ★ Watch out for Wicked Flowers. Usually when flowers appear in groups of three, the middle flower is wicked.
- ★ Bonk the ground occasionally as you travel. You might make a little red flower appear. It turns into a pink flower with a special item.
- ★ Watch for the red flower that sometimes floats down from the sky. It becomes a pink flower containing a special item.
- ★ Look for sections of walls that are colored differently than the rest of the wall. Bonking them reveals hidden rooms containing Bonus points.
- ★ Wake up the sleepy dinosaur at the end of Level 1 by bonking his head.
- ★ In Level 2-3 there are three hidden rooms at the far corners of the underground cave.
- ★ The first Blue Heart Crystal is located on top of the squat tree in Level 2-7. The second one is located next to the Twinkle Toe Tree in the mud flats of Level 4.

- ★ In Level 3-1 watch out for the pesky little pink dinosaur who scoots at you when you land on the mud. You can see the tip of his nose poking out from behind the mud plants right before he charges. He likes to get you from behind.
- ★ In Level 3-2 you can hop onto the swampy sea serpent's waterspout to grab fruit.
- ★ At the beginning of Level 3-3, there's a tiny red flower that can earn you an extra man. Go to the far left and bonk the ground.
- ★ In Level 3-3 there's a hidden room underneath the second island.
- ★ You can skip Levels 3-2, 3-3, and 3-4. At the beginning of Level 3-1, take a running start at the collapsing bone bridge and use the spin move to leap over it. Grab the extra man and you're at Level 3-5.
- ★ In Level 5-5 there are hidden overhead rooms containing power-ups in the connecting tunnels between Huey, Gladdis, Kongo Zilla, and Punchy Pedro. There's also one right before you reach T. Ractorhead.
- ★ To beat King Drool use the spin move and aim for his nose.

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**By Milton Bradley
One Player**

Imagine the ultimate parasites, creatures that suck the very life out of Earth and leave her a useless hulk spinning in space. This is the problem you, as Captain Skyhawk, must face. It seems alien invaders have secretly landed on the

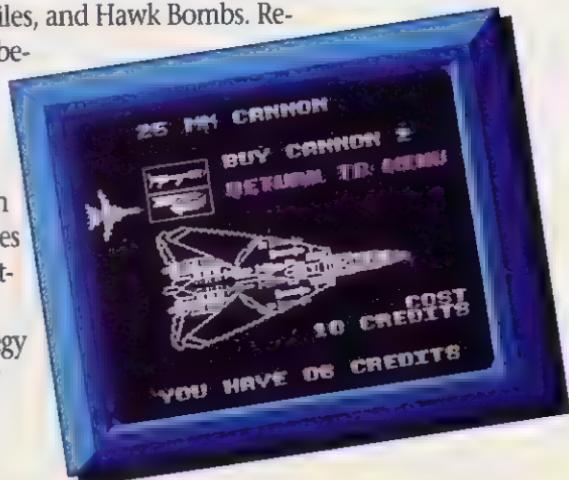
Earth's surface and are using a strange technology to drain the Earth of all of her power and transfer it to their own space stations.

To stop the aliens you must destroy their four base stations on Earth and their space station in the sky. There are nine missions altogether, including ground combat and head-to-head dogfight action, flight simulator style. Along the way you'll also have to drop supplies to scientists working underground to build a secret Neutron Cannon and rescue two stranded scientists who have the parts of the Cannon you'll need to blow up the alien space station.

In the vertically-scrolling screens you get a 3-D overhead view of the landscape. The ground below is littered with obstacles, including erupting volcanos, missile bases, and other deadly hazards.

You'll navigate your way through these missions in your F-14VTS special fighter jet, equipped with mach speed, a super spy satellite viewer, and four different kinds of deadly weapons including Phoenix Air Intercept Missiles, Maverick Air-to-Ground Missiles, and Hawk Bombs. Restore your weapon supply in between missions by docking with your space station and stocking up.

Captain Skyhawk soars with a combination of different types of game action – straight shoot-em-up, flight simulation, and areas that require special strategy and planning. Get ready to fly high with Captain Skyhawk.





Hot ProTips

★ Destroy 64 aliens to get an extra life!

★ Use Phoenix Air Intercept Missiles for air-to-air combat. Use

Maverick Air-to-Ground Missiles and Hawk Bombs in all other kinds of combat. Your supply of all three of these is limited. Don't fire them off at the beginning of a mission – save them for the bigger enemies.

- ★ During the air-to-air combat missions you earn credits to buy weapons. Shoot down as many enemy planes as you can without getting shot down. Remember, your weapons are limited so make every missile count!
- ★ You have to dock with your space station to buy more weapons. To dock position yourself exactly in the middle of the entry and shoot into the station just as the opening becomes horizontal. If you're off, you'll crash!
- ★ To avoid exploding volcanoes fly close to the side walls of the canyons. The volcano blasts won't hit you.
- ★ Enemy forces only shoot forward. Stay to the side of them and their fire will miss you.
- ★ To destroy the four alien space stations on the ground use a zig-zag pattern of attack. Swing back and forth from left to right, hitting one side of the station while the other side is firing. Gradually you'll knock out all four corners. Remember, the center is protected by a force field until you've knocked out all four corners.
- ★ In Mission 2 and Mission 6 you'll have to drop supplies to scientists underground. Making the drop is easy once you've got the timing down. Drop the supplies just before you're over the hole and they'll glide right into the underground tunnel. If you miss, you just have

to keep flying that mission until you successfully drop the supplies. Don't go by too many times – you might run out of fuel!

 To rescue the stranded scientists you have to destroy the armed perimeter defense systems that guards them. Use the same pattern you used to destroy the other enemy bases – back and forth, left to right.

 You'll earn extra points during land missions when you destroy more aliens:

One group of five aliens – 100 points extra

Two groups of five aliens – 100 points extra

Three groups of five aliens – 500 points extra

Four groups of five aliens – 1,000 points extra

Five groups of five aliens – 1,000 points extra plus one weapons credit

 Pay attention to the colors of the different enemy fighter jets you face in air-to-air combat scenes – you'll score differently depending on the plane color.

Grey planes are worth 50 points.

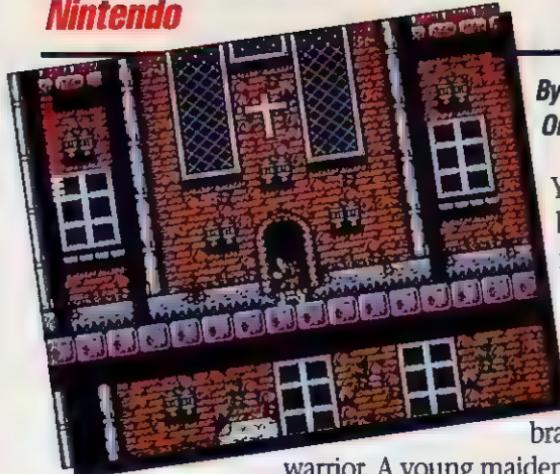
Blue planes are worth 100 points.

Green planes are worth 150 points.

Red planes are worth 200 points.

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By Konami
One Player



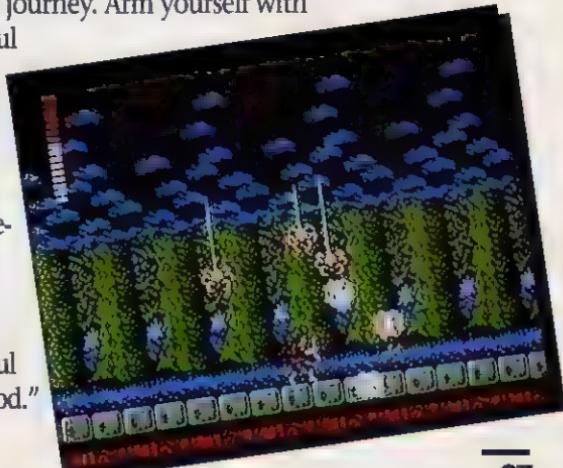
You thought he was dead and buried. But although you defeated him in a duel to the death in Castlevania, Count Dracula still has a hold on you that won't be easily broken. You are, of course, brave Simon Belmont, a gothic warrior. A young maiden has warned you that the only way to remove the curse Dracula has placed on you is to search for his five body parts and burn them in his Castle, ending Dracula's reign forever.

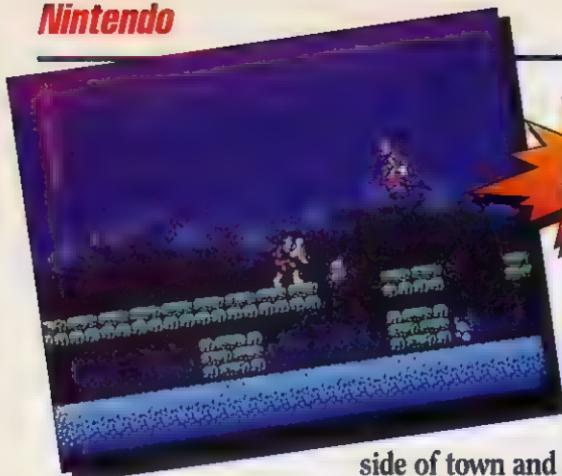
Your quest for Dracula's five body parts (the Eyeball, the Nail, the Heart, the Ring, and the Rib) takes you throughout the land of Transylvania. Each of the five body parts is hidden in one of the five mansions. Unfortunately, each of the five mansions is difficult to find. You'll have to search through towns, wastelands, swamps, graveyards and other dangerous locales to reach the mysterious mansions.

The land of Transylvania is populated by many creatures – some friends and some foes. The people you talk to in the towns and villages across the countryside are happy to help you with clues and suggestions. However, the creatures you encounter in the countryside, and the zombies that roam the towns at night are out to end your quest for good.

Throughout the land you'll have the chance to grab weapons and other special items essential to your journey. Arm yourself with the Golden Knife and powerful Whips. Buy and trade for magic Crystals. Seek out Holy Water, the Laurel Branch, and, of course, Garlic!

In the end your very soul depends on the success of your quest. Vanquish Dracula once and for all and maybe no one will ever again hear those fateful words "I vant to suck your blood."





Hot ProTips

★ You'll need Hearts to buy special items from merchants. Earn hearts by destroying creatures out-

side of town and Zombies in town at night.

You earn more Hearts for the creatures you kill at night. Since there is no time limit on the game, you can stay in a town for several cycles of night and day; kill as many Zombies as you can and collect tons of hearts! Zombies are the only creatures in the towns, and they are the easiest to kill.

- ★ Remember to rest and recharge in the Church.
- ★ Some shops you enter in the towns seem empty. Explore the walls and floors by throwing Holy Water at them. You'll usually reveal a secret passage.
- ★ Talk to everybody you meet or you'll miss an important clue.
- ★ Buy a White Crystal in Jova, the town where the game begins. In Aljiba town you'll meet a merchant who trades your White Crystal for his Blue one. In Alba town another merchant trades your Blue Crystal for his Red one. You can only get the Blue and Red Crystals by trading.
- ★ The Rib Bone is in Berkeley Mansion. The Heart is in Lauber Mansion. The Eyeball is in Brahm's Mansion. The Nail is in Bodley Mansion. The Ring is in Laruba Mansion.
- ★ You can buy the Dagger and the Chain Whip in Veros Town.
- ★ Watch for pitfalls in Mansions and other areas. Pitfalls are blocks that appear solid but aren't. Sometimes pitfalls are good – you'll discover a seemingly impassible wall is passable. Other times pitfalls are bad. You'll find yourself plummeting through the floor.
- ★ Hit all walls, staircases, and bricks in the Mansions. Some blocks may yield secret items or clues.

- ★ In each Mansion you must first search for the hooded character who sells you the Oak Stake. You'll need the Stake to get the body part. Drive the Stake into the Crystal ball, and the body part appears.
- ★ It's easy to find Berkeley Mansion. After you leave Veros just go through the woods, and you'll come to the Mansion.
- ★ To reach Lauber Mansion you must cross Yuba Lake. When you reach the lake select the Blue Crystal and kneel. A secret passage is revealed.
- ★ Place Garlic in the Camilla Cemetery and a merchant appears to give you the Silver Knife.
- ★ To reach Brahm's Mansion you'll have to cross the Belasco Marsh. Hold Dracula's Rib and use a Laurel branch to minimize the damage you take. When you reach the Ferry Man select Dracula's Heart and then climb on board the ferry. On the other side keep moving to the left, and you'll arrive at Brahm's Mansion.
- ★ To get the Golden Knife destroy the Grim Reaper in Brahm's Mansion. Whip him as rapidly as possible. He can't move while you're whipping him. Use the Laurel to minimize damage.
- ★ To get the Diamond go left after you exit Brahm's Mansion and go all the way to the end of the wasteland. A merchant here gives you the Diamond.
- ★ To reach Bodley Mansion return to the Ferry Man and let him deliver you across the lake once again. Do not hold the Heart! This time he'll take you to the town of Alba. Proceed through the woods and the wasteland and you'll reach the Deborah Cliff. Select your Red Crystal and kneel until a tornado comes and sweeps you away to the Mansion.
- ★ The Silk Bag is in the Storgoi Graveyard. Put Garlic in back of the cemetery to get the bag.
- ★ After you leave Bodley go to the left through Uta's Pass, where you'll find the Flame Whip. Proceed until you come to an impassible lake. Select your Red Crystal again and kneel. A secret passage appears that leads to Laruba Mansion.
- ★ To get the Cross you'll have to battle a lady Vampire in the Mansion. Stand to the left and duck to avoid her tears.
- ★ When you leave Laruba go back to your right, past Bodley Mansion towards the North Bridge. When you reach a spot where there is an upper and a lower pass take the lower one. Proceed through a ghost

town. Hold the Cross while you cross a graveyard. Keep holding the Cross and use the Holy Water to break the bricks so you can cross the bridge and enter Castlevania to fight Dracula.



This password enables you to begin with the Rib and the Heart:

FPIT OXSF
7JVY SYZO

This password enables you to begin with the Rib, the Heart, and the Eye:

TI3Y PZDØ
Y48V 5KR1

This password enables you to begin with the Rib, the Heart, the Eye, and the Nail:

FP2T OYSF
5ZVY SØZO

Want to see the second ending? Plug in this password and then go get Dracula!

OYZY UQUAU
R12S SMIA

Want to see the third ending? Plug in this password and then go get Dracula!

C1DF O26D
L1KN SWJK

**By Capcom****One or Two Players (simultaneous)**

The Rescue Rangers have been called to action! There's a missing kitten to find – just the job for those lovable Disney chipmunks, Chip and Dale, and their merry band.

But there's more to this mission than finding a finnicky fe-

line – mechanical bulldogs and robotic rats are running rampant. It looks like the Rescue Rangers biggest enemy, Fat Cat, is up to his old tricks again.

Chip 'n' Dale Rescue Rangers has 12 levels of quick-paced action. Every level has two or three separate areas to complete, and all levels have a super baddie waiting at the end. The object is to defeat Fat Cat who is waiting for you in Area "I." But to reach this tubby tabby you'll have to get past his friends.

And Fat Cat gets by with a lot of help from his friends! For starters, there are Mechanical Bulldogs and Robotic Rats that hang out in Area A. The bulldogs' barks are worse than their bite, they are too slow to cause you much harm. The rats are quicker so you have to be a little more cautious around them. As you move further along you'll run into Racquet Roos (kangaroos looking for a good game of tennis), Ditzes (weird looking characters that can turn into Chip or Dale), Rhino Runners, (charging brutes that don't understand the word "stop"), and others.

Chip 'n' Dale Rescue Rangers is a fairly simple adventure game. It's makes a great introduction to Nintendo game play for younger gamers, but the fast action and great graphics make it worthwhile for experienced gamers, too.





Hot ProTips

Try to take a different path each time you play the game. This gives you a better chance of running into hidden bonus items such as Stars.

- ★ Use the Hammer to break through the wall in the middle of the second garden level.
- ★ Press Down on the directional controller while holding a wooden crate and you can hide inside that crate until an enemy touches you.
- ★ When your pal Zipper appears try to gain as much ground as possible. You're invulnerable when Zipper's with you.
- ★ After each level there's a bonus screen. Look under darker red boxes since these are usually the ones hiding the 1-Ups and the Stars.
- ★ The metal boxes are the best defensive device in the game. You can hide inside a metal box an unlimited number of times. You can also stack metal boxes on other things to reach high places.
- ★ On the first bonus screen, you must hit the "Scrub Brush Fiend" in the head five times with the green ball to defeat it. Stay to the right of this creature so you don't run into one of its scrub brushes. Wait for it to fire its electrical blasts, then run under its head and throw the green ball upward. Make sure you get out of the way of the ball upon its return. If it hits your character, you'll be stunned for a couple of seconds.
- ★ In Area A, the safest way to navigate the tree is to hit the inchworms and Squirrels from below with crates. Inchworms and Squirrels only travel downward.
- ★ Area A: Make sure you jump through the areas covered by the tree's leaves. There are lots of hidden Flowers and Stars behind the leaves.

- Area A:** Beat the big owl by hitting him with the ball five times. You have to move around a little more during this stage than against the Scrub Brush Fiend, but you can use the same basic strategy. Stay away from both edges – the owl occasionally swoops down along these edges.
- Area B:** Turn off the water faucets by jumping on the knobs three times.
- Area B:** Ditzes can change into replicas of Chip or Dale. This isn't a problem in the one-player game, but to avoid being fooled in a two-player game keep close track of each character as you go through this area.
- Area C:** You can always tell which crates are the Bouncing Crates by their color. The Bouncing Crates are a dark red.
- Area D:** Defeat the big robot by hitting him five times with the ball. Avoid the balls falling from the sky by standing still in an open space as they drop, then pick up your ball and heave it at the robot.
- Area G:** Defeat the Cat on the Slot Machine by moving to the left side, so he throws coins in that direction, then get under him and hit him five times with your ball.

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By Capcom
One Player



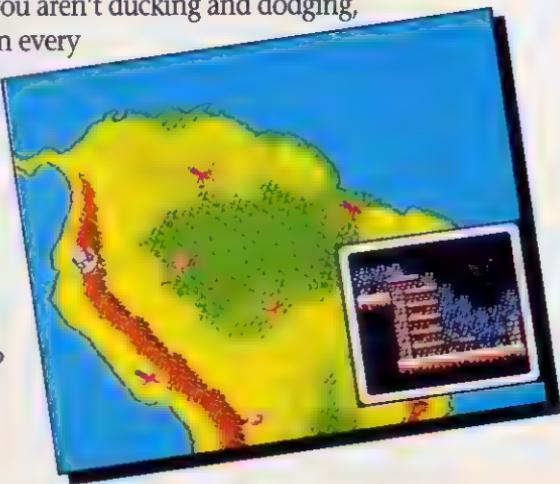
A centipede the size of a hot dog scurries up your leg. Man, do you HATE the South American jungle – and the war on drugs! Your mission: Destroy the powerful Drug Cartel, free captured agents, save innocent hostages, and take down the murderous Drug Lord. Oh yeah, you're hopelessly outnumbered, too. Gotta admire the Commander's notion of fair odds.

Code Name: Viper is a run and gun adventure that pits you against a sinister army of narco-terrorists. As the mysterious "Mr. Smith" (code name: Viper) you try to crack eight Areas packed with mayhem as you infiltrate seven South American hideouts and then flush the Drug Lord from his hidden headquarters. The scenic tour takes you through the Brazilian jungles, up into the mountains of Chile, and through ancient Incan ruins. The non-stop action basically scrolls horizontally left to right, although your gunfights ascend several tiers in each hideout.

Your adversaries are for the most part soldiers with conventional weapons and there are no level bosses. You face Snipers, Napalm Soldiers, Frogmen, and drug-crazed Maniacs. You can also expect a little man on man with the Drug Lord.

Traps such as Viper-zapping statues, acid rain, and vicious vacuums spring up everywhere. When you aren't ducking and dodging, investigate the hidden doors on every level for ammo, hostages, and other surprises. You must free the captured commando in each area. He has a grenade that destroys the hideout and blasts you into the next level.

Ready to take on the drug runners in some controller-crunching jungle gunslinging? The gang's all here!





HOT PRO TIPS

★ If your ammo drops to zero you lose rapid fire, but your .45 continues to fire single shots.

★ If you get into a tight spot, duck into a door and hide there by holding down Up. Pop out when you're ready.

★ When you're in a crouch, you can't whip around to fire behind you. Stand up, turn, crouch, and fire – quickly!

★ Level 1 foot soldiers can't hit you if you crouch and fire. After that level, watch out.

★ The first machine gun in Area 1 is behind the first door on the ground level, just after you hop over the double green lion pillars.

★ Survive and you carry the Machine Gun and Extra Ammo from level to level. Stock up.

★ To conserve ammo the machine gun also shoots single shots.

★ Look out for snipers in the Area 1 ruins. Green dots appear in the windows when they're about to appear. If they catch you by surprise, back out of the scene and try again.

★ Duck behind doors to avoid snipers' shots, or you can jump over them.

★ It takes two shots to do in the Blue Soldiers, but they don't shoot back. One shot from the Violet Soldiers erases both your energy points.

★ The first Area 2 machine gun is behind the first door of the second group of buildings on the ground level.

★ A time capsule can provide you with the precious seconds you need to finish a level. The first one is in Area 2 in one of the red rooftop warehouses.

- ★ There's an extra Energy Point in Area 3. You can absorb two shots before you lose it, and you can carry it to the next level.
- ★ Try the upper tier in Area 5, it's the easiest route. Grab the machine gun in the second hidden door and watch out for Maniacs.
- ★ Watch out for the falling steel girders in Area 7.
- ★ In Area 8, you can hit the snipers in the balcony by jumping up and shooting, but not from ground level.
- ★ The armless statues in Area 8 can't harm you if you stand directly in front of them.



This password starts you at Area 4:

Ø4Ø471

This password starts you at Area 8:

Ø8162Ø

This password starts you at the end of the game:

217298

Nintendo

Double Dragon II: The Revenge

By Acclaim

One or Two Players (*simultaneous*)



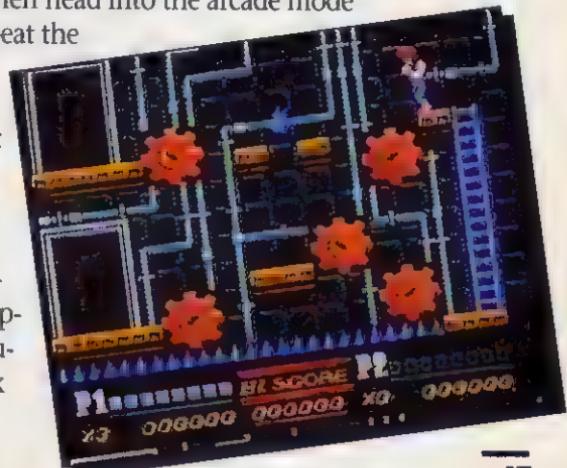
The Black Shadow Warriors are back and their goal is to take over the city. Somehow this ruthless gang broke into the Double Dragon Dojo where the Double Dragon warriors practice and train. They managed to overcome all of the

Double Dragons in training, and then they gunned down your girl Marion.

Needless to say you're out for revenge. It's your chance once again to become Billy Lee of smash hit Double Dragon fame. Only Billy and Jimmy (his brother) are left to avenge Marion's loss by defeating the Black Warriors once and for all. As Billy you face eight grueling levels of incredibly tough martial arts action before you come face to face with the Shadow Warrior, boss of the Black Shadow Warriors.

To complete your mission you'll have to battle through the city streets, in the air, and finally through the Shadow Boss's hideout. Along the way you'll meet a gang of thugs that'll make your palms sweat including punks with whips and chains, goons with knives, and even commandos with exploding firebombs. To put this crew of creeps in their place is going to take every martial arts move you've mastered.

Fortunately you can begin your game with a few rounds of practice. Get your moves down and then head into the arcade mode called the "Warrior." If you beat the Warrior mode, you're ready for the challenge of the Supreme Master, a game that takes you beyond the arcade version with an extra ninth level and an incredibly difficult final boss. This tough sequel to one of the all-time top-selling video game titles, Double Dragon, is fantastic. Black belt recommended.





HOT PROPS

★ Trying to get through this game in three lives is tough. To start out with seven lives try the following:

ing: Begin a Two Player game (2P play B).

Next, beat up Jimmy and kill him off! Each time you take one of Jimmy's lives you'll gain a life yourself. You can start with seven lives!

★ To continue do the following pad tricks during the "Game Over" screen:

Stages 1-3: Press Up, Right, Down, Left, A, and B.

Stages 4-6: Press Up, Right, Down, Left, A and B.

Stages 7-9: On Controller 2 press A, A, B, B, Down, Up, Right, Left. Wait for a few seconds and then continue.

★ Use a rapid-fire joystick and fine-tune your punches and kicks to the fastest rate possible for lightning quick attacks against gang thugs.

★ The Hyper-Uppercut is a dynamite move. Not only can it stop the biggest gorilla in a few punches, but it also enables you to score more points than usual. The easiest way to throw the Hyper-Uppercut is to set both buttons on rapid-fire, then perform a Jump-Kick by pressing Buttons A and B simultaneously. As you're landing, hold down the direction on the controller that faces you toward the enemy.

★ Beat the boss with the mask at the end of Mission 1 with Hyper-Uppercuts. It only takes two or three to knock him out cold. Try not to let him grab you by the neck. He'll disappear once and then return. The second time he disappears he's history.

★ To lure the helicopter at the end of Mission 2 into view, climb up the ladder and then quickly climb back down and move to your right to avoid the helicopter's guns. Fight the series of three pairs of enemies who come down the ladder on the platform. Try to knock them off the ladder as they climb down, and push them to the edge and off

the platform. Watch out for the grenades tossed by the girls. Try to grab them and toss them back as soon as they're thrown.

- * The pair of acrobatic ninjas at the end of Mission 2 are tough. Try to avoid getting caught between them. Attack the ninja who is standing still while the other is jumping around. Then, while the first is still on the ground go for the other one. Use Hyper-Uppercuts and the Spinning Cyclone.**
- * To avoid getting sucked out of the helicopter door in Mission 3 try to stay away from it! But if you're caught too close to the door when it opens, press Pause for about two seconds, then unpause and resume your game. The door usually closes without sucking you out!**
- * Once you're down inside of the tunnel in Mission 4 remember not to jump! You'll lose energy from hitting your head on the ceiling.**
- * It's tough to beat the big guys, like the commando with the crew cut, in Mission 4's underground tunnel. To get a quick advantage try standing right by the door and waiting for him to come out. Punch before you even see him, and you'll catch him off guard. Once you knock him to the ground try standing on his knees and punching rapidly. As he starts to get up your punches send him back down. This trick works for most of the bigger enemies.**
- * There are two different ways to get past Mission 4's conveyor belts. It depends on which mode you're playing in. With the Warrior setting you can creep across the bottom conveyor belt and then jump to the door. But with the Supreme Master setting you need to quickly run to your left on the top conveyor belt. Hang off of the left edge a little, jump, then quickly pull down on the controller to drop to the bottom belt. With perfect timing, you can jump to the door that leads to the next mission.**
- * After you cross the waterfall in Mission 5 climb up the left vine. If you climb up the right side, you'll have to battle more enemies.**
- * When you're battling on the narrow ledge by the house at the top of the vines on Mission 5, stay to the right. If you get caught on the left side, it's easy for big enemies coming out of the house to knock you off of the ledge.**
- * To stop Mission 5's train from moving you've got to jump to the top. Do this by jumping first onto the front wheels, then to your right onto the larger wheels, then up to the long steam pipe, up to the**

smaller steam pipe, and up to the ledge by the door. We like to jump back down then and fight the enemies on the ground.

- ★** Navigating past Mission 6's disappearing platforms takes practice and patience! First, study the patterns of the platforms. For the first series wait until the fire torches stop falling, then quickly jump to the first ledge to your left when it appears. As the ledge starts to fade, jump up and to the left to land on the highest ledge. From here you can jump to the ground. The next series of platforms is trickier. Study the pattern and then jump from ledge to ledge, jumping to the next just as the one you're on starts to fade (about two seconds).
- ★** To get past the conveyor belts at the beginning of Mission 7 do the following: Jump onto the first belt, creep to the very edge of it, and then jump over the second belt and onto the third. From there jump onto the floor.
- ★** When you battle on Mission 7's disappearing conveyor belts try to stay to the right side of the belt. If you get caught on the left, it's easier for your enemy to knock you off onto the spikes below.
- ★** To get past the gears in Mission 7 jump from gear to gear across the bottom until you reach the base of the blue ladder. Climb the ladder and walk onto the gear next to the ladder just as it stops. Leap quickly to the little platform, back up to its right edge (so you don't overshoot your jump), and jump to the next platform.
- ★** Towards the end of Mission 8 you're attacked by four acrobatic ninjas and you'll probably receive the beating of your life! Best strategy – pull all of your best moves, keep jumping, and hope like heck you don't get pulverized!
- ★** To defeat your illusion at the end of Mission 8, Jump-Kick him right after he throws a fire-ball, sock him with the Hyper-Uppercut, and then rapidly punch him out.
- ★** How to beat the Shadow Warrior at the end of Mission 9 in the Supreme Warrior mode? Well, try a combination of Jump-Kicks, Hyper-Uppercuts, rapid punches, and any other trick you can think of. And don't stop fighting when he's invisible or he'll deck you! Only skill and luck will see you through a fight with the Shadow Warrior.



ILLUSTRATION MARC ERICKSEN



**By Namco/NEC
One Player**

Here's a world where dragon's breath is no turn off. In fact, it's an absolute necessity if you want to survive! In Dragon Spirit you take to the wild blue yonder of a far out fantasy world as the mighty Blue Dragon. It's your destiny to battle the hideous Zowel and his troop of evil monsters.

This vertically scrolling shoot-em-up is a real looker, but don't get distracted by the scenery. The flying and the fighting are fierce. Fry flying creatures with your dragon breath and bombard gross monstrosities on the ground with fireballs.

You'll cruise through eight treacherous areas as you seek out the stronghold of Zowel. Fly through the picturesque but deadly Mountain Flatland and soar over a scorching Volcano landscape. The Jungle is a bewitching place, and the Desert's full of hot action. The Caves can deal you a crushing blow, and the Glacier chills you out. Zowel's den takes up two areas for double trouble!

You'll really dig the graphics here. The grotesque creatures you fight are pretty awesome looking, too – if you survive long enough to see all of them. Firebirds, Mammoths, C-Serpents, Pterosaurs, and a skeleton Pterydactyl are some of the beasts that spell big trouble.

Keep your purple eyes peeled for dragon eggs, which give you tremendous powers. And if you're having trouble figuring the game out, two heads are better than one. How about three? Naturally, extra craniums mean more firepower for you.

Better set aside a few hours for this one. But don't worry, time flies and so do you.





HOT TIPS

Here's how to get a few more Continues. Make sure both turbo switches are down. Then at the title

screen, press Buttons I and II simultaneously. You'll hear a "clink." Now, when the game ends, instead of displaying "To Start Press Run," the title screen displays "To Continue Press Run." You can continue three times from the beginning of the area you last played.

- ★ Use the Turbo option. You'll be able to lay down a continuous stream of fire. Spraying the ground with bombs is especially effective; use a sweeping technique.
- ★ In Level 1, be careful when you shoot the small gray birds. Their feathers blow up. Shoot them at a distance, off screen if possible.
- ★ When you first encounter the small gray birds, try to leave the first two alone and shoot the third one, which is glowing – you'll get an extra life.
- ★ Always try to hit the lead corkscrew fish when it breaks the surface of the water. You don't have to be directly in line with them; they spring directly at you wherever you are. You can't hit them underwater.
- ★ When the fire balls fly at you, hold your position after you blast them and the pieces will fly by you. If they're too overwhelming, slide out of the way. You can usually fly to one side and when they head that way immediately swing to the opposite side.
- ★ Try to keep an eye on the top of the screen. That way you'll see firebirds as they form the volcano blasts, and you'll see the dinosaurs in your path.
- ★ To beat the boss firebird at the end of Level 2, you must stay almost nose to nose with it, but shoot the fire balls encircling it – not the

bird itself. It helps to have as much firepower as you can muster – three heads is best.

- ★ When you destroy the peacock creatures, watch out for their deadly feathers.
- ★ In Level 3, bomb black holes to hit the giant toads before they pop out to spit shots at you.
- ★ Want to change your dragon-fighting music? From the title screen, hit Left, Right, Down, Up, Select, and Left to display a music selection screen.
- ★ You can improve the appearance of Dragon Spirit by pressing Run and Select simultaneously 57 times from the title screen. This compresses the graphics so they don't look wide and drawn out.

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By Capcom
One Player

Everybody's favorite skinflint, Uncle Scrooge, is on a treasure hunt. If you decide to become millionaire Scrooge McDuck, you'll voyage out in search of hidden riches through five weird, wacky (or should we say "quacky"), and wonder-

ful areas. Find the five lost treasures and make yourself richer than ever. Yes, Scrooge is ready to risk life and webbed limb all for the thrill of adventure...oh, and of course, the love of money!

As Scrooge you'll begin your journey from, where else, the Duckburg Bank. The treasures are scattered across five different areas – the Amazon, Transylvania, the African Mines, the Himalayas, and the Moon. You and your nephews, Huey, Dewey, Louie, and the beautiful Webby, can begin your search anywhere you like. Set the game to easy, normal, or difficult – it all depends on how wet you feel like getting your feet! You've got three lives and a limited amount of time to find the treasures.

Sure Scrooge is a little awkward as he waddles along, but wait'll you see him pogo! Use your Pogo Jump to pounce on creepy critters, blast through barriers, and knock the locks off of treasure chests (the last is Scrooge's favorite, of course). Scrooge can also use his cane to whack open treasure chests and slam boulders into pesky enemies.

All kinds of goodies are hidden inside the treasure chests. Tasty Ice Cream, Cake, Burger snacks (restores energy), Scrooge Dolls (1-Up), Life Boosts (extra energy), and Diamonds, large and small, are cash in the beak, er, bank! Hey, don't fly south for the winter, there's plenty to take care of right here in Duckburg.





★ There is a Bonus Stage in Duck Tales! If your current money amount has a 7 in the 10,000 digit (fifth

digit from the right), then find Launchpad.

He'll drop you into an area in the clouds where you can grab lots of extra diamonds.

Secrets of the Amazon:

- ★** There are two hidden rooms in the Amazon. They are to the far left of the underground tunnel, one after the other. When you go down the first vine you'll see a statue to your left. Use your cane to whack the red platform over to the statue, pogo on top of the statue, and move to the left into the secret passageways. You'll find treasure and snacks inside of the two rooms. Pogo Jump all around the rooms to discover hidden treasures that are not in treasure chests.
- ★** Use your cane to whack the boulders you'll find in the underground tunnel. They'll fly up and knock off those nasty Spiders.
- ★** In the middle of the underground tunnel between the two spiked logs, you'll find two treasure chests. One holds a tasty Cake and the other has a Scrooge Doll!
- ★** To the far right of the underground tunnel, pogo on the stairs before you go up the vine. You'll grab some hidden treasure.
- ★** Just past the first vine entrance to the underground tunnel, you'll come to a green stump and then to a stone platform with a red flower on the top. Jump on the treasure chest for a Magic Coin. Now you're invincible for a short while.
- ★** After you've grabbed the Magic Coin, dash on to the series of seven vines in a row. Climb the fourth vine, and you'll find a hidden room with two red Diamonds.

- ★ To avoid those stinging Bees you've got two options. You can pogo on their heads to get rid of them altogether, but this is tough when you're crossing the stone platforms high in the sky. Your other option is to duck. Usually they'll fly over your head.
- ★ Launchpad will use his helicopter to fly you across the big gap in the sky. Remember to turn to the right when you see Launchpad, and you won't be bothered by that pesky Bee. He'll fly from right to left.
- ★ After you've jumped from rock to rock across the sky, you'll come to a stone bridge. Either pogo or run across the bridge without stopping. The stones fall away as you cross.
- ★ Climb the first vine you come to after the bridge. Launchpad is waiting for you. Pogo next to Launchpad and move to your left. You'll discover a secret room that holds treasure and a tasty Cake.
- ★ Take the passage just below Launchpad. When you reach the stone statue there are two different ways you can go. If you pogo off of the statue, you'll discover a treasure box. You can jump off of it to reach a vine which is a shortcut directly to the Guardian of the Sceptre.
- ★ If you decided to go the other way, keep going to your right until you come to another statue. The statue wants cash to let you pass. Don't pay! Instead, pogo off of the head of one of the attacking natives, grab the vine, and climb! To the right at the top of the vine are two treasure chests. One of them holds a Scrooge Doll. Head towards your left to meet up with the Guardian. Jump and you'll get some Burger snacks. After you pass the rock in the floor the sky starts to fall so don't stop running.
- ★ When you meet the Guardian just keep pogoing and pogo his head after he slams down. No problem!

Secrets of Transylvania:

- ★ Move to your right and the first treasure chest you come to in the mine holds a Magic Coin for invincibility.
- ★ Pogo on Skeleton Duck's heads to beat them. To beat the Mummy Ducks hit their ball and chains with your cane or pogo on their heads. You can't beat the Ghosts. Just duck to avoid them.
- ★ Let's get the hidden treasure first! Take the passage to the right of the girl duck, Webby, at the beginning of the mansion. Keep going to

your right (don't climb the rope) and jump over all of the coffins. When you come to a rope drop down. Pogo your way through this secret passage for all kinds of treasure. Use the mirror to return to the beginning of the mansion.

- ★ To find a life boost try the following: Take the passage to the right of Webby at the beginning of the mansion. Climb the first rope you come to. Take the low passage to your right. Keep going to your right (don't climb the rope) until you come to a coffin and a dead end. Jump up onto the coffin and you'll find the wall is an illusion. Inside of the secret room you'll find a treasure chest that holds a Life Boost.
- ★ Leave the secret room and go back to your left. Climb the first rope you reach and jump to the left. Use the round boulder to knock down the treasure chest on the ceiling. Inside you'll find a Scrooge Doll.
- ★ Once you've grabbed your Scrooge Doll there are two different ways you can go. If you walk into the mirror, you'll go to an area where you have to make a tricky jump out of a mine car. It's tough and you'll probably lose a life. Don't do it! Instead walk under the mirror and through an illusionary wall. Inside this room you'll find two mirrors. If you enter the one on your left, you'll go to an area with many Knights in armor. Whack them with your cane and some will give you treasures. To leave this area move back to your right. If you enter the mirror on your left, you'll head for your battle with the Guardian.
- ★ To find lots of Diamonds and a Scrooge Doll try the following: At the very beginning of the mansion jump up next to the mirror on the ledge. Jump and you'll find a hidden rope. Climb the rope. Grab the first two treasure chests and keep on climbing. Go to your right at the top of the rope. Break through the rocks to get to the next two treasure chests. Go to your right, past the Knight. The treasure chest on the other side of the rope has a Scrooge Doll! Climb down the rope and you're in the area with all of the Knights. You can move to your right and head for the room with the mirror leading to the Guardian.
- ★ Remember to pogo as you go through the passage leading to the Guardian. You might get some snacks. Pogo on Magica DeSpell's head when she touches down. Don't forget to dodge the Guardian's lightning bolts.

Secrets of the African Mines:

- ★ To get into the Mines you'll have to have a key. It's in Transylvania. Jump up to the ledge and transport with the first mirror. You'll be in a room with a treasure chest holding the key. Now return to the Mines.
- ★ Use boulders to knock down pesky Bats at the beginning of the mine.
- ★ When you slide down the chain jump off next to the big coal box. If you go to the right down this passage, you'll meet up with Mrs. Beaky and get some tasty snacks. If you go to the left, you'll discover an illusion wall and a Scrooge Doll on the other side. From here go to the left and down. Sliding all the way down to the bottom on the main chain is a much tougher route.
- ★ After you slide down the chain to the left of the Scrooge Doll you'll land on a coal chest. If you jump to your left, you can make a tricky jump off of three treasure chests and reach a passage to the left that leads to a secret room. Inside is another Scrooge Doll. If you want to grab even more 1-Ups, you can go find Launchpad, return to Duckburg, and then return to the Mines to grab these same two 1-Ups one more time!
- ★ Take the next chain down and jump to the platform to your right. From here you can get across the swamp by pogoing on the heads of the Swamp Creatures. The easier way is to pogo jump up on the platform, and you'll find a secret passage to your right that takes you across the swamp.
- ★ Keep making your way down deeper into the mine until you reach Webby. She'll show you how to vault across the impossible passage with the seesaw.
- ★ When you reach the top of the long chain, jump up on the coal chest to reach a large treasure chest that holds the Ring worth \$1,000,000.
- ★ Back down the chain and to your left is the Guardian. As usual, pogo on his head! The trick with this Guardian is that he'll roll into a ball to run you down. Jump on him before he rolls and stop jumping before he reaches the top of the cave, or you'll get hurt!

Secrets of the Himalayas:

- ★ Don't pogo in the snow! It doesn't work, and it makes you a sitting duck! Also, remember that webbed feet slip on the ice.

- ★ To the far right of the snow level past the two ropes is a secret hidden tunnel. Slide down here, and you'll meet up with Launchpad.
- ★ Move to the left of Launchpad past the two Spiders. In this area, before you come to the third Spider, you'll find a secret passage. Pogo jump up in the small opening and move to your left. Climb the rope and at the top you'll find a Scrooge Doll.
- ★ If you move to the left of Launchpad past the Spiders, you'll come to another rope. Slide down this rope and then move to your left. You'll have to get past a series of falling icicles, but you can find a Magic Coin right at the beginning of the icicle area. At the end of this passage you'll find Bubba Duck trapped in the ice. Defrost him and he'll reward you with a Life Boost.
- ★ On the same level as Launchpad, all the way to the far left, is the rope that leads to the Guardian. To get there you'll have to pogo on the heads of some Duck Goalies and then climb up the rope to the sky (make sure you jump on the ledge to your left to avoid the falling boulder).
- ★ Battle the Abominable Snow Guardian by, what else, pogoing on his head. Just dodge the snowballs he tosses.

Secrets of the Moon:

- ★ On the Moon you need to head straight into the UFO. You can't get to the Guardian until you've picked up two special items – the Key and the Remote Controller.
- ★ To reach the Key, climb up the two middle main chains in the UFO. Proceed to your left through the three tight places guarded by the Space Ducks and climb up the first chain, guarded by the two red Octopuses. At the top of the chain and to the left, you'll find the treasure chest that holds the key to the door of the room where the Remote Controller is located. On the other side of the chain, to your right, is Launchpad.
- ★ There's also a secret treasure room to the left of the rope guarded by the two red Octopuses. Pogo up and to the left to reach the room.
- ★ Use the Key to get the Remote Controller. Head to your right after you climb up the first main chain into the UFO. Climb up the first chain you come to and when this chain ends jump up to the chain directly above it and climb that. Jump to the passage to your left.

Here you'll find Webby at the door to the room where the Remote Controller is. Once you've grabbed the Remote Controller you can exit the UFO. The safest way is to go back to the main entrance and then go down the passage to your left. You'll come to a chain that drops you safely back to the ground below the UFO.

- ★ But before you go...there is a Gold Plate hidden up on the roof of the UFO. If you snag it, it's worth \$1,000,000. To get there climb all the way up the same chain you used to reach the Remote Controller passage. You'll find yourself outside of the UFO. Pogo across the Octopuses and the blocks to your right to reach the Plate.
- ★ When you reach the impassible wall you can use the Remote Controller to call Gizmo Duck to blast the wall.
- ★ The Guardian here is Lunarat. Pogo on his head by jumping off of the ledges.
- ★ So why do you want to gather all of this money? You don't need it to finish the game, but depending on how much treasure you've racked up, there are three different endings. The more money you have the bigger the piles of treasure in the ending scene!

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*By Bandai
One Player*

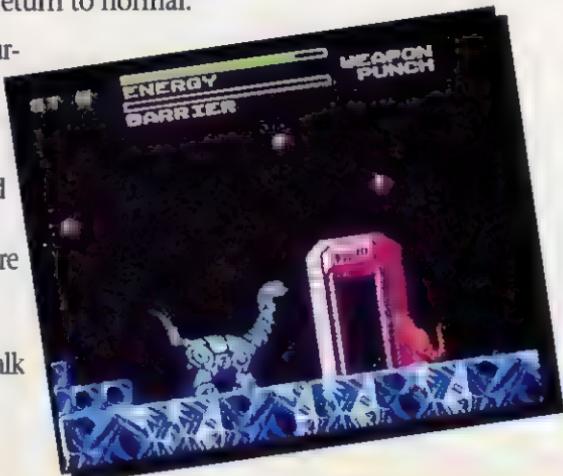
In a far distant future there exists a man-made solar system known as Spondylus. A dangerous virus has invaded the planets' central life support computers. Even worse, the surface of each world is overrun with Robosaurs – giant

computerized dinosaurs. Professor Proteus, creator of the Spondylus System, was at a loss to explain this strange and deadly invasion – that is, until he realized it could only be the work of his former partner, Dr. Brainius. Brainius was evicted from the scientific community for performing unethical experiments, and now he's out to seek revenge.

And so begins the Dynowarz! As Professor Proteus you must save each of the seven planets of the Spondylus system one at a time. As you journey to each planet you'll have to first ride Cyborasaurus, the Professor's newest creation, across the planet's surface in search of the Computer Portal. It won't be a joyride though! Since each planet was invaded by the Robosaurs you'll have to battle these robotic lizards and also land-based weapons planted by Brainius.

When you defeat the last Robosaur on each world you'll earn a key that enables you to open the door of the Computer Portal. Inside you must fight your way to the virus-infected Life Support Computer and deactivate it. Only then can the planet return to normal.

As you journey across the surface of the Spondylus planets in Cyborasaurus, you'll be able to grab special weapons such as Lasers, Bombs, Fire Balls, and the Launch Fist when you defeat the Robosaurs. When you're traveling as Professor Proteus you'll have your handy dandy Vapor Gun at your side. Hey, talk about extermination!





Hot ProTips

★ The Launch Fist is good to use on flying Robosours because it moves in a square pattern. It also

enables you to attack enemies far away from you. Its only drawback is that you can't launch it again until it returns to you.

- ★** The Bomb is good for small ground targets, but it is difficult to be accurate with it.
- ★** The Fire Balls are a good all-around weapon, especially when you're powered-up to three. They work best on level surfaces.
- ★** The Laser Beam is a powerful weapon that cuts through more than one enemy at a time.
- ★** Watch for "E," "B," and "P" capsules. The "E's" are especially important because they restore your energy completely. "B" gives you a defense shield that keeps your energy from being depleted while the shield lasts. "P" gives the Professor extra power for his weapon.
- ★** In the Robosaur stages the best approach is to keep shooting and move to the right. You can usually grab enough "E" capsules to get you to the end of the round without dying, and when you reach the Computer Portals your energy is completely regenerated.
- ★** The quickest way to get through the first part of Stage 1 (until Proteus climbs into Cyborasaurus) is to just run straight to the right as fast as you can.
- ★** In Stage 1 you'll come to a tricky jump where there's a bomb just on the other side of the platform. Inch as far off of the edge as you can, jump just to the edge of the other side, and then immediately jump over the bomb.

- ★ In Room 2 of Stage 1's Computer Portal jump to destroy the gun nearest to you, and then jump up to the ledge and cross over the top of the room instead of crossing on the platforms.
- ★ When you reach Stage 1's Life Support Computer room don't cross to the right-hand side of the room. Just destroy the computer from the left side. In fact, follow this same strategy in all of the Life Support Computer rooms. You can always destroy the computer from the left-hand side.
- ★ In Room 1 of Stage 2's Computer Portal stand under the ledge, and your enemy will jump off of the edge. Shoot the other weapons out and go across the top ledge to the other side.
- ★ In Room 1 of Stage 3's Computer Portal watch out for the dropping platform. In Room 4 of this Stage you'll have the chance to grab an "E" capsule when you destroy the enemies. Try to always destroy enemies when they're flying over a solid surface, or else power-up capsules will drop out of reach. The jumps in Room 4 are tricky and require timing. In Room 5, the Computer Room, an enemy jumps off of the left-hand ledge. If you shoot him, you'll usually get an "E" capsule.
- ★ Try to snag an "E" in Room 2 of Stage 4's Computer Portal. In Room 3 the platforms drop as you jump on them. In the Computer Room if you stand just behind the top stair, you can fire at the computer and it can't hit you at all.
- ★ In Room 1 of Stage 5's Computer Portal the platforms drop. In Room 2 the middle platform drops. You can either jump and immediately jump again to the other platform, or you can try to time your jump so you leap clean over the middle platform altogether.
- ★ In Room 2 of Stage 6's Computer Portal the platforms drop.
- ★ The platforms drop in Room 2 of Stage 7's Computer Portal. Room 4 is a tricky jump, but you already figured out how to handle this one in Stage 3. Remember to try to snag the "E" in this room. It's a little tricky to shoot out the guns on the opposite wall in Room 6. Your best bet is to jump, shoot, and duck.



Passwords

| |
|---------------|
| Stage 1: 8547 |
| Stage 2: 5431 |
| Stage 3: 9892 |
| Stage 4: 6315 |
| Stage 5: 7452 |
| Stage 6: 1697 |
| Stage 7: 6425 |

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*By Sunsoft
One Player*

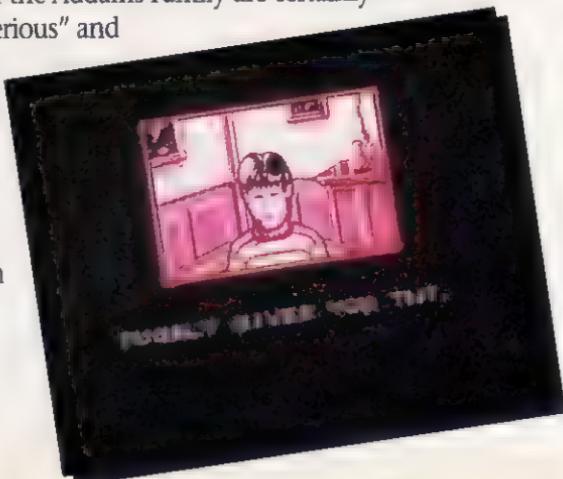


Aliens have beamed up everyone in town – everyone except the town weirdos, the Addams Family. And it's the most unlikely hero of all, Uncle Fester, who is going to save the day. All he needs is your help and some assistance from his relatives.

Fester's Quest is a humorous adventure game that features above-ground action in the town, below-ground adventure in the sewers, and excitement in a U.F.O. In addition, there are buildings to wander through – shown in a three-dimensional perspective – that house the Alien Bosses, Fester's greatest challenge.

Using his multi-beamed gun, you must maneuver Uncle Fester around town destroying aliens you come into contact with. Most of the aliens resemble jumping frogs, but they get nastier as you progress. Destroying aliens occasionally nets you items you need such as lightbulbs (to see in the underground), weapon power-ups, keys, and money (What are Aliens doing carrying American currency anyway?). Keys provide access to the building in town where some of the other Addams Family members are waiting to offer their help. Finding a member of the family gets you bonus items such as TNT, health potions, and the Whip (your other weapon).

Uncle Fester and the rest of the Addams Family are certainly "creepy" and "kooky," "mysterious" and "spooky." You might even consider them "ooky," but they're the only chance the town has. And the citizens of the town probably would choose the Addamses over frog-like aliens any day – even if the Addamses do have an eight-foot tall butler named Lurch.





Hot ProTips

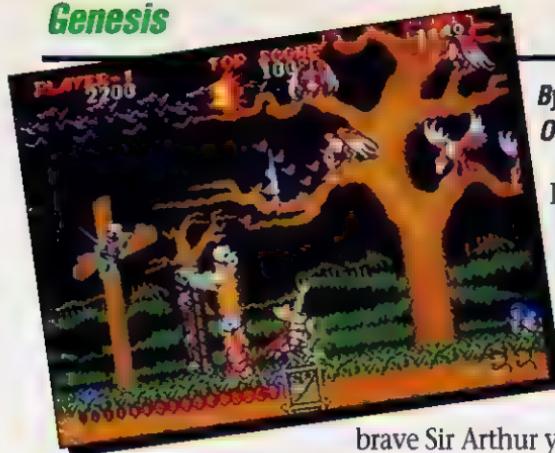
Skeeters are easy to hit, but you'll have to deal with the bugs that fly from them when they're shot.

Fester must avoid these bugs because their bite slows him down.

- ★ Collect blue Whips and Guns to improve the power of Fester's weapons (Note: You get a Whip from Morticia before the blue Whips have any effect.) Avoid the red Whips and Guns; they reduce your weapons' power.**
- ★ To power up Fester's Gun early in the game, go up and down Main Street a few times and destroy all enemies that appear. Enemies regenerate after you scroll past each area.**
- ★ Get valuable items from members of the Addams Family. From Pugsly you can get Explosives. Wednesday gives you Vice Grips that speed you up when you're moving slow. Thing has the Health Potion, the Invisible Potion, and Missiles. Morticia has the all-important Whip, and Mama has a Noose that summons Lurch.**
- ★ Get rid of the music sound track: You can eliminate the background music and only play with sound effects if you hit Select and Button B together to pause the game, then hit Select and B together again. The music is gone! Get the music back by repeating the process.**
- ★ Get an extra Life Box in the White Building: After exiting the sewers on the other side, go into the first White Building alongside the path and head to the lower-left corner of the maze and walk to the wall. You'll find an extra Life Box.**
- ★ Get an additional Life Box from the Addams' Mansion: Walk along the secret path through the bushes on the left side of the house. Once you're inside, you'll get an extra Life Box.**

- ★ Defeat McWimple, the first Alien Boss** – McWimple is waiting inside a building on the other side of town. You can reach him by going down into the sewers, and coming out on the other side of Main Street. To defeat him you have to have a full load of Invisibility Potions. Use the Potions to get near him, then blast him with your Gun quickly before the Potions run out. Make sure you have three Life Boxes and full power in your Gun before attempting to defeat McWimple.
- ★ Defeat Xybar** – Use a strategy similar to the one used in defeating McWimple. Stay invisible to get in close, then hit Xybar with your fully-powered Whip.
- ★ Beat Mutilator Troy** – You must take a different approach to have a chance against Troy. Troy has a Power Shield, so it's tough to hit him with the Whip or the Gun. Use invisibility, and blast him with your Homing Missiles. Make sure you aim the Missiles at him and not his Shield.
- ★ Mr. Thunderblade** – Once again, invisibility and Homing Missiles are the keys to defeating this Alien Boss. If you should run out of Invisibility Potions, you must move left and right to avoid getting hit by Thunderblade's blasts.
- ★ The Final Battle** – Your final battle takes place inside the Aliens' spaceship. You must destroy the Main Computer to win the game. This techno nightmare fires at you with three lasers, two on the bottom and one in the middle. Knock out the bottom two lasers first by using invisibility and your Gun. With the bottom two lasers destroyed the rest is easy. Destroy the final laser port with your Homing Missiles and savor your victory!

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*By Sega of America
One or Two Players*

Forsooth! Sir Arthur's lady has been kidnapped by an evil Prince of Darkness. The sinister Prince has hidden the lady and terrorized the countryside with his bands of nightmarish creatures. As

brave Sir Arthur you journey out in search of your fair lady. Along the way you might as well destroy the Prince and all of his followers as well.

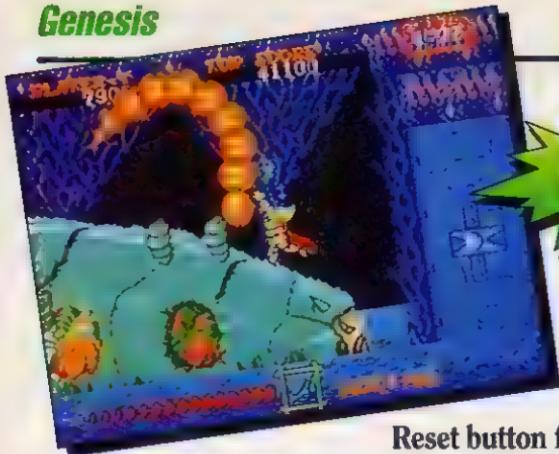
Clad in only a suit of armor you must battle through five areas, each populated by the Prince's hordes and fraught with nasty obstacles. From the guillotines, Vultures, and rainstorms of the Execution Place to the jagged crystals and Venus Fly Traps in the crystal forest, it's never easy going.

To pass from area to area you must obtain a Key guarded by five hideous bosses, including a Rotten Worm and a giant Fly. You must beat each of these in turn and then face a final battle with the malevolent Prince himself.

If the prospect of this quest seems more than daunting, do not despair. Magic chests located throughout the land hold five special weapons and suits of armor that enable you to vanquish all of your enemies. Sometimes they also hold pesky Magicians who take great pleasure in transforming you into a duck or an old man.

Of course, to prove your valor you need a quest of sufficient difficulty and sufficient challenge. Ghouls 'n Ghosts (and, yes, it is a sequel to the classic Ghouls 'n Goblins for the Nintendo) is just that. Make it through this one and you'll more than earn your knighthood. Along the way enjoy some of the most spectacular 16-bit graphics and arcade quality gameplay available to date for a home system. We dub you Sir....





HOT PROPS

To make Sir Arthur invincible try the following pad trick: After turning on the machine press the

Reset button four times. When the title

screen appears press Button A four times. Next, press the directional pad Up, Down, Left, and Right. You should hear a distinct tone at this point. After hearing the tone, press the Start button to display the Player Selection Screen. Now, hold down Button B, and then press Start to begin the game.

- ★ You can put Sir Arthur into slow motion! During the title screen press Up, A, Down, A, Left, A, and Right. You should hear a musical tone. Now, press Right, and then press Start repeatedly until you see Arthur. Next, press Start to pause the game, and hold down Button B. Hey, Arthur's in slo' mo'!
- ★ To start from any level of Ghouls 'N Ghosts press the directional button Up, Down, Left, and then Right during the title screen. After this do one of the following procedures to reach your desired level. You may have to try this several times to get it to work:

Level 1:

Push Start.

Push Button A and Start simultaneously.

Level 2:

The Village of Decay – Push Up, B, and Start simultaneously.

Town of Fire – Push Up, A, and Start simultaneously.

Level 3:

Baron Rankle's Tower – Push Down, B, and Start simultaneously.

Horrible-Faced Mountain – Push Down, A, and Start simultaneously.

Level 4:

The Crystal Forest – Push Left, B, and Start simultaneously.

The Ice Slopes – Push Left, A, and Start simultaneously.

Level 5:

Beginning of Castle – Push Right, B, and Start simultaneously.

Second Half of Castle – Push Right, B, and Start simultaneously.

Loki – Push Down/Right, A, and Start simultaneously.

- ★ Remember, not all Ghouls 'n Ghosts carts contain the Invincibility, Slow Motion, and Level Select options. Sorry!**
- ★ Magic chests are everywhere – some are obvious and many are hidden. Jump to find them.**
- ★ When the Magician turns you into a duck all you can do is jump. Just try to avoid getting fried until you transform back into Arthur. As the old man all you can do is dodder along. Just try to hang in there until you're back as Arthur.**
- ★ At the conclusion of each stage you can grab the Key and see the message "Nice Catch!" To get the comment have the Key on your left side, stand close to it but not too close, and jump toward the left. Timing is crucial. If you grab the Key just when you start to jump, you should see the sign along with a Bonus of 5,000.**
- ★ Each of the different weapons has special powers. For example, the Dagger can rapid fire and is easy to aim. The Fire Water spreads and contours to the ground nicely. You should practice with the five weapons and see what works well for you in different areas.**
- ★ Sneak past Level One's "Tree of Death" slowly so the Vultures attack in small groups. If you charge the tree, the Vultures attack all at once.**
- ★ Just past the log bridge in Level One the weather turns nasty. If you try to run headlong into the wind, the going is slow. Try jumping to make better progress.**
- ★ Take the winding route up Level One's mountain or the short cut with the ladders. The main difference is that you may miss a few hidden treasure chests by taking the short cut. If you have the weapon you want, then it's no big deal.**
- ★ Beat the Level One boss by shooting his green head. The Dagger works well. You can back up to the left as he attacks you.**
- ★ Dash up Level Two's slope and leap over the Turtle Shells. Don't take too long or the Turtles themselves attack.**

- ★ As you jump to Level Two's wood bridges certain areas will break, and you'll fall through to the traps below. Try to jump across without falling, but if you do fall run uphill to avoid the pits.
- ★ To get past Level Two's firewheel just run right behind the arm of the wheel and keep running until you're past the wheel.
- ★ To battle the Fire Lion boss at the end of Level Two stay in the middle of the screen, crouch as he flies overhead, and then turn and face him to fire your weapon. Just be patient and repeat this pattern until he's done for.
- ★ As you ride the vertical platforms at the beginning of Level Three, destroy the Knights with the scissor swords while they're above you. If they reach your platform, they'll crawl at you making it difficult to fight the other enemies above you.
- ★ To get past the mountain with the Stone Idols you'll have to jump from tongue to tongue. If you stay on a tongue too long, the idol will gobble you up. This takes timing and practice.
- ★ Level Three's boss is a deadly Storm. To defeat the Storm you must shoot it many times in the eye. Don't attack it while it's spitting out electricity – just back off. During its normal patterns the Storm attacks from all directions so shoot left, right, up, and down. The Dagger is the best weapon because of its rapid fire and accuracy.
- ★ The Fire Water works well in Level Four because it rolls along the contours of the land and down the ice slopes.
- ★ Don't go down Level Four's ice slopes too quickly. You'll slide right off of the edge into oblivion.
- ★ When you hop onto a Venus Fly Trap in Level 4 jump onto the next one as soon as you see it. Seeing the next trap is a clue that the trap you're on is about to try to quickly swallow you.
- ★ To destroy the Rotten Worm boss at the end of Level Four you have to destroy its five hearts. Use the Dagger or the Fire Water.
- ★ To avoid the Fire-breather at the beginning of Level Five jump and shoot him and then climb down the ladder to avoid his fire. Then, back up and fire again.
- ★ When you reach the Fire-breathing Dragons do not go up the ladder until you've destroyed one of them. Do this by firing up at him from

the floor. He'll fall when you've beaten him. Then go up the ladder and go head-to-head with the remaining Dragon.

- [?] Beat Level Five's remaining two Fire-breathers by standing between them and attacking them one at a time. Duck to avoid their fire.**
- [?] If you have the Golden Armor, you can beat the Fly boss with one blast. Use the Fire Water weapon, and go to the edge of the platform, just to the left of where the Fly first appears. When the little Flies come together and the big Fly begins to form, release the fireballs (remember, you must press Button B for a few seconds to activate this special magic weapon). The magic should take the Fly out instantly.**
- [?] After you've returned to the beginning for round two in your quest to battle Loki, you need to locate the special Psycho Weapon. Once you have the Gold Armor the weapon usually appears in the next chest that would normally hold the armor. If you don't like the Psycho Weapon, use your favorite weapons through the first four rounds and grab the Psycho Weapon in the fifth round!**
- [?] Remember, all of the levels are a little harder the second time around.**
- [?] The best two weapons for destroying Loki are the Dagger and the special Psycho Weapon. To beat Loki jump onto one of his feet and then, when he lifts it, jump onto the knee of his opposite leg. From here you can fire rapidly at his chin both when his knee is lowered and when it's raised. Loki's finished in no time!**

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*By Toho
One Player*

Fans of Japanese horror movies from the Sixties and Seventies will enjoy playing the roles of Godzilla and Mothra in this action/strategy cart. Invaders from Planet X (wasn't that a movie, too?) want to conquer the galaxy, and their starting

point is Earth. They've come ready to do battle with an army of space monsters. Earth, not known as a breeding farm for monsters, has only two hometown creatures to defend the planet: Godzilla, the large radiation-breathing lizard/dragon, and Mothra, an oversized cloth-chewing insect who can spray poisonous powder with its wings and shoot eye beams at its enemies.

Godzilla and Mothra start their counterattack on a hexagon grid board that represents Earth. At the other end of the grid is the enemy, and more importantly, the enemy's headquarters. The object is to get Godzilla or Mothra into the enemy's headquarters and defeat the creatures within. If Godzilla or Mothra make it, both monsters are transported to the next battleground. There are eight battlegrounds in all – seven planets from our solar system and Planet X.

There's quite a variety of monsters to do battle with in Godzilla. Some, such as Mecha-Godzilla and Gigan, are really giant robots that attack relentlessly (since that's what they're programmed to do). Others like Varan, an over-sized lizard, and Gezora, a giant squid, are creatures from prehistoric times, or perhaps just regular animals with a gland problem.

Godzilla is designed for shoot-em-up game fans who are tired of controlling jet fighters and space ships. Now you can be the biggest and the baddest on the block, at least until you reach Ghidora the king monster's neighborhood.





Hot ProTips

★ When you reach the final screen of a level and have defeated all the enemies present, stop and rest

to regain full power for your special weapon

(Godzilla's radiation blast or Mothra's poisonous wing powder). You can take all the time you want without being attacked.

★ Godzilla can defeat Moguera by blasting him with his radiation and backing him up against the left side of the screen with kicks and punches. Once Moguera is against the left wall, Godzilla should flail away at it with his tail.

★ A good strategy in Godzilla is to occupy the enemy monsters guarding the base (on the hex map screen) with EITHER Mothra or Godzilla. You only have to get one of your monsters to the enemy headquarters alive. If you destroy the enemy's headquarters, both of your monsters are fully repowered at the next world (even if one of them is killed).

★ Try defeating Ghidora on Planet X by using a tag-team method. Wait for Ghidora to attack either Godzilla or Mothra. If you can last for 40 seconds in battle, it's considered a draw and you're allowed to exit safely. Now, attack Ghidora with your other monster. Take the monster that fought Ghidora first and put it on one of the terrain grids so it can power up again.

★ In the early stages try to defeat all the monsters before going to the next level. Each monster defeated raises Godzilla's or Mothra's level by one.



Special Passwords:

"DESTRØY ALL MØNSTERS"

Take on all eight mutant monsters at one time (on the hex grid board).

"MØNSTER Ø"

This lets you go two-on-one against Ghidora, king of Planet X (skipping all other levels).

"START TØ END"

This password lets you watch the beginning and ending sequences without playing the game.

"SØUND"

This lets you listen to all the sounds in Godzilla by pressing Start and changing the sound number with the Up and Down portions of your control pad.

Regular Play Passwords:

Earth – HR6AMU6696 UCUGXK

Mars – XE5NYP2RL3 NNWGUJ9LT6
RR

Mars (Last Hex) – Y4RKAQMDR1 G6S4XP

Jupiter – XØKQWPT6TH NQJ59D97T6
37E

Saturn (Last Hex) – 7JRNØØ4NNU 9WLJT3

Uranus – L4HM2FSEUE D7846ASSP4
WXFCK

Pluto – WR65MWHPGR WCGXØJ

Neptune – H46NAP5CX2G8HK3H

Beginning of Planet X –

LL6RJY4END UKQB15HQGK
Y44TCTX3A

Planet X – 4J62STRMH9 CWU58L

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**By Sega of America
One or Two Players (simultaneous)**

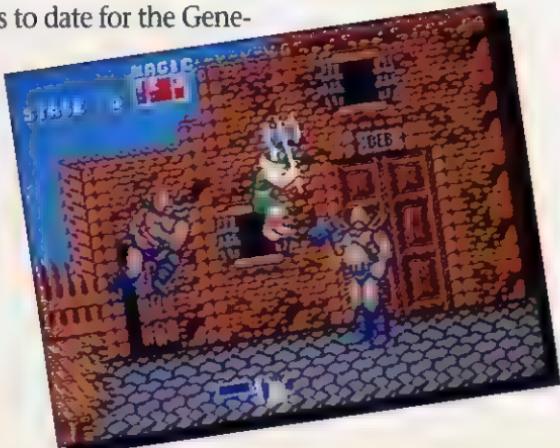
Yuria, a strange land of myth and legend, is ruled mercilessly by the Evil Death Adder. This tyrant has captured the King and the Princess and seized the Golden Axe. His soldiers have invaded every

village, and Death Adder's iron hand has wreaked destruction across the land. All hope seemed lost until three brave warriors appeared to challenge Death Adder.

To save the land you (or better yet, you and a friend) must fight across the land of Yuria from Turtle Village, where screaming children flee in terror, to the Castle to seek out and destroy Death Adder. Each player can choose to become one of three warriors. Tyris-Flare the Amazon has great skill with magic and wields a razor-sharp sword. Gilius-Thunder the Dwarf has tricky moves and a mighty broadaxe, a powerful combination. Ax-Batler the Barbarian has a powerful longsword and legendary courage.

To rescue the King and the Princess and reclaim Yuria in their name, you'll have to vanquish all of Death Adder's minions in eight rounds of arcade adventure, including three rounds not found in the coin-op version of the game! For a change of pace play "The Duel." In this mode you can square off against computer opponents or another player in one-on-one combat in a sort of ancient coliseum!

One of the top-selling titles to date for the Genesis, this one has it all, including arcade-quality graphics. If you've got an axe to grind, we suggest you get into the swing of things with *Golden Axe*.





Hot Tips

* You can use the Options mode to vary the game difficulty by selecting how many hits your player can take

before losing a life. You can give yourself even more of an edge in a One Player game. In a regular One Player game you get nine men when you use all three continues. To get 15 men simply begin a Two Player game and kill one man right away. You'll have three men plus four continue credits left for a total of 15 men.

- * To select your level in the Arcade Mode do the following: When the character selection screen appears, hold the directional button Down and to the Left so that the three warriors spin around. Now press Button B and Start simultaneously. A "1" should appear in the upper-left corner. Use Up or Down on the directional button to select your starting level.
- * Attack strength, the ability to move, and the number of hits they can take varies for each of your different enemies. Color also indicates how strong they are. The red are the strongest and then the black. The only exceptions are the gold Knights found in Level 7, who are stronger than the red Knights and, of course, the three main enemies – Death Adder Jr., Death Adder, and Death Bringer.
- * Practice with your favorite character to get his/her moves down to a reflex. Each has different strengths and weaknesses. You'll find you have a favorite!
- * When you're in battle it's important to remember not to let your foes box you in! If you get stuck between two enemies, get away or you'll be slashed to bits.
- * Jumping and attacking works well as an offensive attack strategy. It's also a good defensive move because it keeps you moving and makes it hard for your enemy to nail you.

- ★ Move into each area slowly. You'll discover that in some spots you won't face as many enemies at one time if you don't go past a certain spot on the screen.
- ★ In situations where there are groups of four enemies, two of them will often stand still until you've defeated the other two. However, if you touch the two who are standing still, they'll come to life also. Don't do that! It's easier to fight them two at a time. For example, in Stage 1 if you touch the two Giants before you've defeated the other two enemies, you'll have to fight all four at once.
- ★ A good trick with all enemies, big or small, is to force them to one side or even off the screen. You can now attack them easily and keep attacking them as they get up again.
- ★ In areas where there are cliffs or ledges, try to put the enemy between yourself and the ledge. As you fight you can maneuver them to the edge and often knock them off. This strategy works especially well at the beginning of Stage 5 when you have to fight the Skeletons. Back down to the narrow walkway and you can usually knock them off the edge easily. Another place this trick works well is in Level 7 where you battle the two gold Knights. Get on their right side and gradually force them over to the edge and off. It's much easier to beat them that way than to fight them to the finish!
- ★ As you learn the game you'll see where the best places are to use your magic. Remember these and conserve your magic until that spot. But also remember where you'll meet up with the next Elves. Don't waste your energy by not using your magic when more is available in the next scene. And don't forget to grab that magic meat from the green Elves for increased strength.
- ★ Snag Bizarrians and ride them whenever possible. Their whipping tails and fire-breathing blasts are a great way to make short work of enemies and conserve your energy. A good example is at the end of Stage 3 when you battle the two women and the two Giants. If you get to this spot on board a Bizzarian, you can stand near the wall and blast these foes one by one.
- ★ Your best bet in the final battle with Death Bringer is to keep knocking him down so that he can't use magic on you and, of course, knocking him down is how you're going to do him in. You can dodge the Skeletons and knock them down, but you can't get rid of them.





By SNK

One or Two Players (*simultaneous*)

Your once-peaceful tropical island is under siege. An evil dictator has taken over the country and controls the Capital City. Armies of hostile troops, heavily armed with deadly artillery, crawl through the thick jungles constantly on the alert for unwelcome intruders.

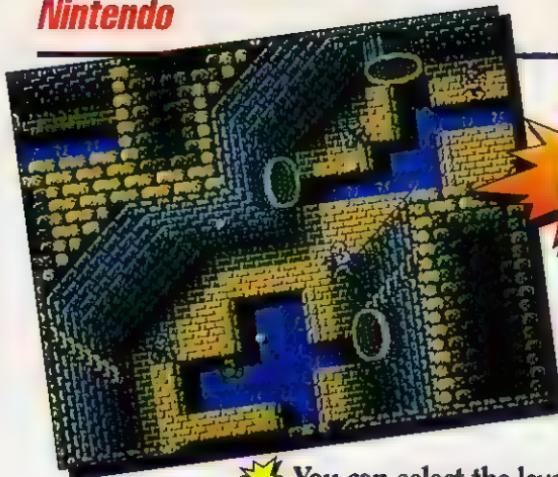
As the leader of the guerilla force you face the task of landing secretly on the island, battling enemy troops, freeing trapped hostages, and fighting your way to the Capital City. Your mission: Free your country from this unfriendly takeover and become the hero of the revolution!

The moment you disembark from your battle-worn river boat you're embroiled in non-stop combat. Fight your way through ten stages of play under a constant barrage of enemy fire. Struggle through the hot, steamy jungle. Survive a river raid. Shoot your way into a coal mine and lasso hostages from your speeding railroad car. Breach the Capital City. Fight your way through the city sewer's underground maze of tunnels and stagnant pools.

Fanatical enemy soldiers, willing to die for the cause, oppose you every step of the way. Use your grenades, machine guns, flame throwers, and sheer brute force to infiltrate the enemy fortresses. Blast enemy troops and grab special weapons such as bullet launchers and three-way-bullet machine guns.

Frantic, frightened pigs and chickens dash back and forth in the melee. Terror-stricken hostages are everywhere. With cunning and stamina you'll battle to the leader's palace. The final showdown with this tyrannic despot is dramatic, and your mission is well worth fighting for. Come on, they're looking for a few good guerillas.





HOT PORDS

★ Guerilla War lets you continue where you died. You can continue unlimited times.

★ You can select the level you'd like to begin on, all the way up to level nine. Just hit Buttons A and B, and then Start during the title screen. This screen also enables you to select the game difficulty - easy, normal, or hard.

★ Power-up items are carried by Yellow and Red Soldiers.

★ Of the different gun weapons the Flame Thrower has the longest range, and you can use it to shoot enemies before they appear on the screen. The 3-Way Bullet has the widest range since the bullet splits three ways. This is effective when you're attacked by groups of enemies from all directions.

★ When you grab a Clearing Bomb hold it until you're in a really tight spot. When you hit Button A it wipes all of your enemies off of the screen.

★ It may not be elegant, but hitting Buttons A and B fires grenades and bullets simultaneously. This enables you to fire a constant barrage at your enemy.

★ You can climb into tanks labeled IN. Once you're inside a tank you can go fast and furious, mowing down enemy troops and grabbing hostages. Don't linger because the tanks only last a short time before they blow up. It's best to use them to get as far ahead as you can.

★ Enemy bosses, tanks, and helicopters often attack in square patterns. Once you get the pattern down you can move in a square also, keeping one step ahead of their fire. Then it's simple to just shower the boss with grenades. They'll blow up in no time at all.

★ When you rescue a hostage you score 1,000 points. Accidentally shoot your hostage and you lose 500 points.

- ★ Not all hostages are tied up. Some dash across the screen, sometimes chased by enemy troops. Keep an eye out for them or you won't have a chance of grabbing them before they run off-screen.
- ★ Shoot pigs and chickens that dash across the screen for extra points.
- ★ Getting through the different levels in this game is easy with the continue and level select option. To make it more challenging, go for the points! See how high you can score before you're history.

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*By Data East
One or Two Players (simultaneous)*

Terrorists think nuclear war's a blast. That's why they've seized the underground control complex of an atomic missile site. You must infiltrate the installation and eliminate the leader of the terrorist army before

he can launch the missiles. It's a heavy responsibility; you need Heavy Barrel.

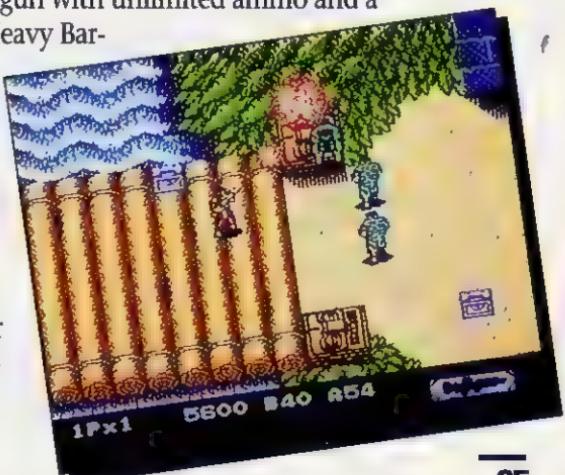
Too bad these awesome pulse weapons are in pieces inside the complex, hidden in lockers. And the landscape is littered with lockers – some house pieces of the HB's, some contain special weapons, and some hold nothing at all.

Heavy Barrel is a nifty little scoot-and-shooter that features non-stop gunfighting and elements of "treasure" hunting as you search out the Heavy Barrel lockers. To open any locker you must first blast Red Terrorists to get the keys. However, you have to pick the reds out from a horde of green commandos with machine guns and grenades and flying blue soldiers with pulse rifles. Robot guns and tanks also heat up the action.

You have to fight through six defensive perimeters and the Launch Authority Security Area. You'll blast through terrorist surface defenses, a wicked weapons assembly area, a rocking rolling quarry, a deadly maze, a treacherous underground reactor area, and a sub-level terrorist command center.

You're packing a machine gun with unlimited ammo and a bunch of grenades, but the Heavy Barrel is the equalizer. It may take you a while to find all six pieces to an HB, but until you reconstruct one you can find Laser Guns, Pellet Guns, and Flame Throwers to tide you over.

Warm up that trigger finger and get set for a barrelful of action!





HOT TIPS

★ You really don't need a Heavy Barrel until you reach Perimeter Three.

★ Yellow tanks are tough. Just try to avoid them altogether if you don't have one of the special weapons (the Flame Thrower and the Heavy Barrel are best). At least in Perimeter One you can see the wheels of the first Yellow Tank you encounter at the top of the screen.

- ★** To beat the Perimeter One armored personnel carrier, shoot it and/or toss grenades at it from an angle. When it blows avoid the flying pieces and look out for the green commando who charges at you from the side.
- ★** Try to have at least one key when you break through to Perimeter Two, so you can open the first locker to get a Pellet Gun. This is the best weapon to use on the elevator.
- ★** When you ride the first Perimeter Two elevator, stay on the left side. Shoot flying Blue Terrorists as they approach you. Shots from the blue meanies who appear on the right side can't reach you.
- ★** Two blue grenades or one red one will destroy wall-mounted guns.
- ★** In Perimeter Two as you work your way to the second elevator, the second locker at the top left holds a 1-Up. There's another one in the locker below the "black" pit.
- ★** When you ride the second elevator in Perimeter Two stand to the side to avoid the gun emplacements. Then, get to the middle of the elevator where the double file of green commandos appears. Wait for them to leap onto the elevator and shoot left and right, depending on which column lands first.
- ★** You can beat Perimeter Two's Manipulator Arms two ways. Stand in the middle of the elevator. If you have red grenades, fire at least two as soon as the arms appear at the top of the screen. If you only have

blue grenades you probably can't destroy the arm right away but fire them anyway. Then, shoot the arms at an angle.

 Perimeter Three is a good place to use Heavy Barrel. Try to have five pieces when you reach there. Four pieces are in Perimeter One. In order the lockers are located: at the beginning of the bridge, at the end of the bridge, right where the Yellow Tank appears, and at the base of the building to the right of where the tank appears. In Perimeter Two there's one piece in the last locker before you reach the second elevator. The sixth piece is located at the beginning of Perimeter Three in the first locker on the right side.

 Another armored personnel carrier awaits on the railroad tracks at the end of Perimeter Three. Race up the far right side and stand in the tracks there. The carrier appears from the far left. Shoot it and toss grenades at it as it moves down the track. When it blows, scoot to the far right. It continues to fire at you as it blows up.

 To destroy the Grinder at the end of Perimeter Four, try to shoot it at a diagonal and keep moving to avoid its shots. Any special weapon, especially Heavy Barrel, helps.

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*By Acclaim
One Player*

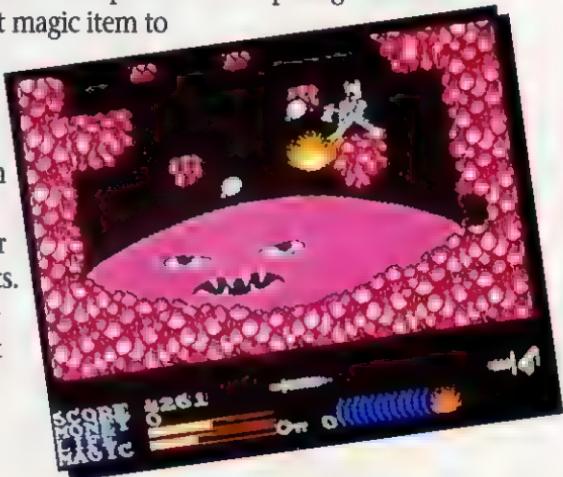
IronSword: Wizards & Warriors II is the sequel to one of the more successful games for the NES, Wizards & Warriors. IronSword, like its predecessor, combines elements of roleplaying strategy with challenging action to create

an adventure that tests your ability to use logic as well as your control pad prowess.

Once again, you play the role of Kuro the White Knight, who must battle the evil Wizard Malkil and his powerful allies. There are four levels of difficult terrain, each level represented by one of the four elements – Earth, Air, Fire, and Water. The enemies as well as the onscreen backgrounds for each level are representative of the element's characteristics (i.e. the Air level is set in the clouds, and you must fight swirling tornados). In each level you search for a piece of the ancient IronSword. When you have the complete sword, you must use it to defeat Malkil.

As you move further along in your quest, you'll find treasure, weapons, armor, and magic spells. As in any good roleplaying game, you'll also be able to load up on supplies in stores that are located in each level. Four Animal Kings help you get to the elemental bosses that you must defeat to win the game. The Toad King, the Eagle King, the Dragon King, and the Bear King offer you assistance in the form of transportation and passage between kingdoms if you find the right magic item to present to them.

Careful spellcasting and skillful swordsmanship go a long way in IronSword. Learn the best uses for each spell, and save your spell energy for the most opportune moments. Master these skills and you're bound for success. Fail, and it could be a hard day's knight!





Hot Prolips

★ Use the Familiar Spell (found in a treasure chest on the cliff in the beginning of the Wind Level) to

gain plenty of gold early on. The Familiar Spell turns your enemies into gold coins.

- ★ The Veil of Slumber Spell (purchased in the store on the mountain) causes enemies to move at half speed while it's in effect.
- ★ The Golden Egg the King Eagle craves is located on the cliff at the far right side of the first level, halfway up. You can reach it by entering the door at the base of the cliff on the far right side. Work your way up through the cavern, then go through the exit at the top, and jump off the ledge to the right. Jump off the right side of the next two ledges you land on, and you get the Golden Egg.
- ★ To find the Golden Fly to appease the Frog King in the forest and gain access to the Underwater domain, use the Water Spout spell while standing on the far right side. Use the spell three or four times and you'll reach the Golden Fly.
- ★ Defeat the Water Elemental by using the Blightwater Spell which is found on the lower left side of the Water Level. You must pass through an illusionary wall heading to your left to get to the treasure chest that contains the spell.
- ★ Get the Golden Crown for the King Dragon by going through a door near the top of the volcano. Before sliding down the side of the cavern, cast a Fleet Foot Spell. As you're sliding down, hold down the right side of the control pad. You'll end up in an area where the Golden Crown is located.
- ★ You'll need to get a Fire Smite Spell to defeat the Fire Elemental. Fire your shots at his mouth. Be careful not to run out of magic before you destroy him.

★ Find the Golden Tankard – it's what the King Bear wants, and you can get it for him if you can find the cave shaped like a donut. It's on the left side of the screen towards the middle. Once you enter the cave, walk around for a while, and the Tankard rises from the ground at the bottom of the level.



Passwords

Special Codes

Start Game with the Ironsword –

MQTRLZPBRDZZ

Start Game with the Ax and Helmet –

RLTRLZPBMMZK

Start Game with the Shield –

WBTRLZPBDPZW

Level Select Passwords:

Air Level (Cloud Area) – DDBMNWMBZZDJ

Water Level (In the Woods) – JJTRJZRZQMWN

Water Level (In the Water) – XXRTDGXRPMH

Water Level (Possessing the Blightwater Spell) –

JBTRHMWQRRWW

Fire Level – NRTRZBDTRQDL

Fire Level (Possessing the Fleetfoot Spell) –

KJTNJWQXRLTP

Icefire Mountain – PLTRMBRLNBDR

Icefire Mountain (With 7 League Boots) –

WLTRMBRLNBKR

Final Level – BDTRBTTNNGNT

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**By Hudson Soft/NEC
One Player**

Two detectives are trying to hunt down the evil Boss Kara. Along the way they look for clues, coins, and special power-ups. Sound like just another video game? Well, you better have a seat. J.J. and Jeff, based on a bawdy

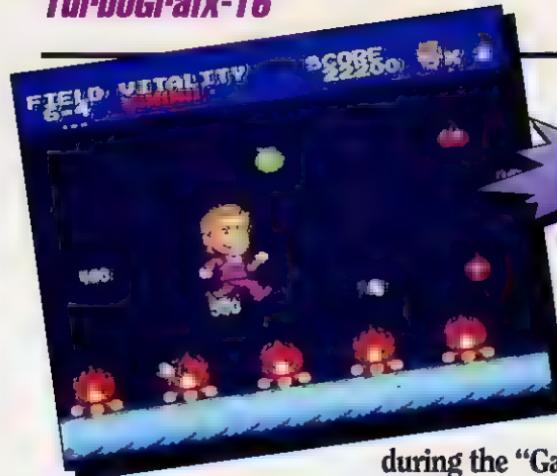
Japanese title for the P.C. Engine called Kato and Ken, is like no cart you've ever seen!

In this one-player title you become either J.J. or Jeff. You'll kick, jump, spray, and LAUGH your way through eight uproarious levels each with four stages. Your journey takes you through strange towns (the only buildings are Rest Rooms), bizarre forests, creepy underground passages, and more. You'll need to get past all of the wacky obstacles by running, jumping, and sometimes using your handy dandy spray paint.

Every level is packed with a cast of enemy characters too numerous to describe. The villainous highlights include a flock of attacking birds called Poopatrosses (watch out for their nasty little "bombs"), Furspurs who drop from the trees, pesky barking dogs, the marauding Pizzano family, and a bout with Boss Kara at the end of each level. And you never know when your buddy is going to turn up to help – or hinder – your efforts to find the boss. Try different techniques to rid yourself of these pesky foes.

Despite the fact that some of the more gross humorous touches have been removed during the porting over process, J.J. and Jeff is an unusual and entertaining adventure with plenty of challenge for even advanced gamers. Just remember to stop at every Rest Room – when you gotta' go, you gotta' go!





Hot ProTips

To continue your game on the level where you died push Button I, II, Down, and Run simultaneously during the "Game Over" screen.

- ★ The most important strategy to remember is KICK EVERYTHING! Any fence post, tree trunk, street lamp, or sign can contain a vital item. Of course, you'll also have to endure a few unpleasant surprises!
- ★ If you don't like what you get when you kick an object, try kicking it from the opposite side.
- ★ Special items you'll find when you kick include tasty snacks to power up your vitality, coins you can use for gambling, and even an occasional 1-Up!
- ★ Keys are important items to snag. If you don't have a key when you need one, retrace your steps until you find one. Keys are often found in garbage cans, but not always! For example, in Level 3-3 find the key by kicking the red arrow sign at the exit to the underground level.
- ★ Never jump on green springs unless you're missing your key. Green springs warp you backwards to an earlier area!
- ★ Kick open every door you see. Inside your buddy often waits with helpful clues as well as a boost for your vitality. Other secret rooms have slot machines. Use your hard-earned coins to gamble for more money, increased maximum vitality, 1-Ups, and other surprises. Hit three cans on the slot machine to win 1-Ups. If you bet five coins, you'll win five 1-Ups!
- ★ When your buddy tosses cans at you jump on them, and keep jumping for big points.
- ★ Bomb the dragons that pop up in underground levels by blasting them with your spray can.

- ★ Watch for Bonus Rounds where you can grab lots of extra fruit! The first Bonus Round is on 1-1. Kick the light with the sign on it and a platform lowers to take you to the Bonus Round.
- ★ Try to run, jump, and kick as high as you can on the light poles. If you kick high enough you might grab a 1-Up.
- ★ Whenever you reach a dead end and it seems as though you can't go any further, kick everything in sight. A platform or other means out of your predicament is sure to appear.
- ★ Watch for the secret warps that zap you to far-away levels! On Level 1-4 you'll come to a brick bridge in the forest area. Kick the right corner of the bridge and then fall under the bridge. This puts you in field xxx with a choice of three fields – 2, 3, or 4. We suggest you go to 3. When you reach 3-3 go about half way underground until you reach the area where two rats follow you. Jump off the top of the rats onto the two bricks on the wall. From here jump up. Now you'll warp to Level 6-4!
- ★ Level 6-4 is tough! To get through the first series of platforms you'll have to jump from bee to bee to avoid the campfires. Kick the left side of the screen after the kettles fall to get a Hudson Bee 1-Up. When you reach the area with a series of platforms where tall dinosaurs leap up and spit fireballs at you, try the following: Jump and kick. Small blocks appear. Jump onto them and you can safely spray the dinosaurs. Then keep jumping and kicking and you can grab as much fruit as you need to power up your vitality. To get over the unbreakable wall jump across the three falling platforms and kick as you jump on the third one. Invisible blocks appear for you to stand on. Now you can vault over the wall. But watch out for the green spring on the other side. It sends you back to 6-3!

J.J. and Jeff is a trademark of Hudson Soft, © 1990 Hudson Soft.

*By NEC
One Player*



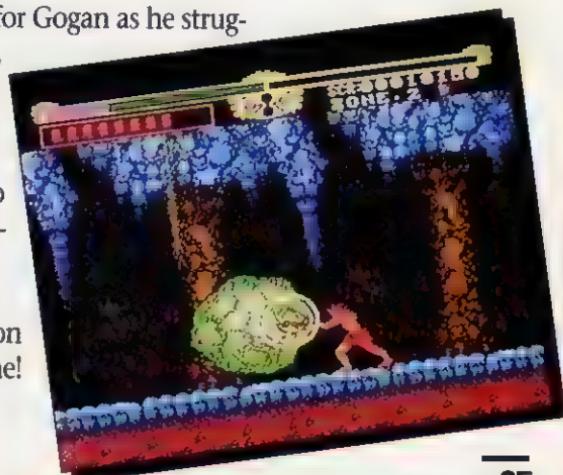
The lovely Flare has been kidnapped by Jagu, evil leader of the cult of the Jagu. Jagu is a fearsome and hideous monster composed of the spirits of many strange creatures.

Flare does not deserve to be extinguished by one such as him.

Lucky for Flare she's got not just a good guy, but a super guy, Gogan, on her side. Gogan is determined to journey across jungles, mountains, underground caverns, and whatever other daunting landscapes lie between him, Jagu, and Flare. And just what is the source of Gogan's confidence? How can he be so sure that the malevolent followers of Jagu won't leave him stranded in a monkey pit for good? Well, it seems Gogan possesses an ancient and powerful weapon – the Legendary Axe. With the mystical Axe in hand Gogan has the strength and courage of ten men.

To successfully journey through all five zones and face Jagu in the final battle Gogan has to snag a few special power-ups. Mighty as the Axe is, it can grow mightier with the help of a little magic. Gogan keeps an eye out for Jagu's idols. When they're broken with a swing of the Axe these idols reveal power-ups that enhance the strength of Gogan's Axe, increase his attack speed, restore his vitality, boost his score, and even give him an occasional 1-Up.

It'll be a hard day's night for Gogan as he struggles past Ape Men, Monkeys, Rock Men, Amoebas, Giant Tarantulas, and the rest of Jagu's assortment of followers. This already classic Turbo title was one of the first available for the system. Great graphics, cool sound, and tough gameplay put Gogan on the cutting edge from day one! Won't you join him?





Hot ProTips

How'd you like to continue up to 40 or more times? When "Game Over" appears on the screen set

Button I to turbo, and hold it and Select down simultaneously while you hit Left as many times as you can.

***** Remember, the higher the energy on your Power Gauge at the top of the screen the more powerful your Axe swing. Try to let your Axe power up between swings and it will take fewer hits to wipe out the enemy.

***** Climb down the first rope in Zone 1 to power up! Before you battle the Giant Tarantula head to your right to break the three idols open. Return and defeat the Spider by jumping and hacking off his legs. As he's destroyed he'll drop three more power-ups for you!

***** Don't let the Bears at the end of Zone 1 surround you. They'll claw you to bits. Try to nail the Bear that comes from the left first. It's easier to fight one of them at a time.

***** There's an idol hidden behind the first walls you walk behind in Zone 2's cavern. It usually contains an increase for your Power Gauge.

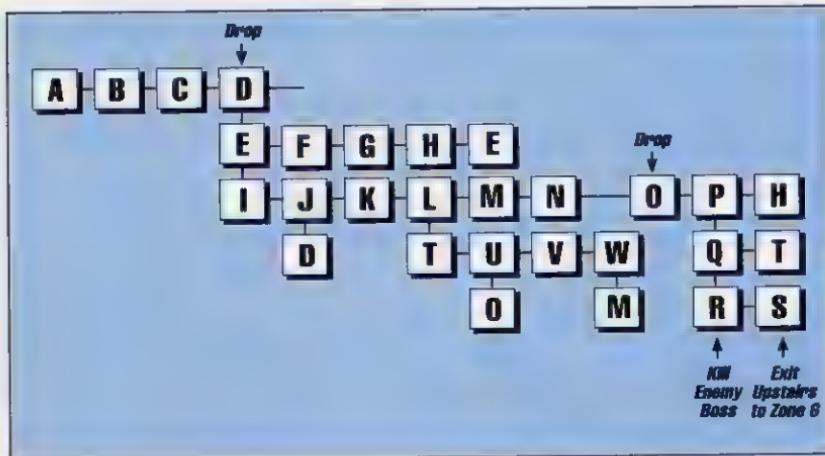
***** You'll encounter your first Amoebas (they look like spinning lizards) in Zone 2. Try to kneel and hack at them while they're spinning. They can't fire while they're spinning and you can keep them spinning by hacking at them.

***** Tackle the brown Boulder at the end of Zone 2 first. If you go too far to the right you'll have to fight two Boulders at the same time. After you've smashed the brown Boulder head to the idols and fight the green Boulder. Jump on the rope as the Boulder rolls past and then jump down and smash at it. Don't use both idols at the same time. Use one, and then save the second one for when you get low in Vitality.

- ★ Zone 3A's Eagles are easiest to defeat if you stand and let them fly at you. Then you can easily nail them with a solid Axe hit.
- ★ If you proceed along the bottom of the cliffs in Zone 3A you can jump across a series of platforms with idols on them. The last idol has a 1-Up. To reach the end of the zone you need to proceed across the tops of the cliffs.
- ★ To beat the Rock Men swing and then jump away when they punch. If you can lure them to the edges of cliffs or platforms they often jump off.
- ★ In Zone 3B you'll reach your first ropes. To jump from swinging rope to swinging rope requires patience. Wait until the ropes are swinging so that they swing towards each other and come close together. Jump as the ropes are swinging towards each other and you should make it.
- ★ You'll meet your first Frog Men in Zone 3B. They leap out of the water suddenly and shoot fire balls at you. Try to slice them with your Axe as they jump.
- ★ When you reach the other side of the waterfall in Zone 3B you'll come to two log ladders. Jump on the ladders and keep jumping directly up to higher logs until you can jump to the other side onto the platform.
- ★ Jump onto the lower platform (with three rocks at the base) after the second log ladder. Hit the right hand side of the platform with your Axe and a secret room appears with three idols inside.
- ★ To beat the Aqua Lungs (they look like Eyeballs) at the end of Zone 3B kneel in the left hand corner. They can't hit you when you're kneeling. When they move away you can stand and take a hack at them as they fly towards you. They require patience! When you're in the corner they have a lot of difficulty hitting you with the tears they drop.
- ★ To beat the Rock Men standing on the small pillars in Zone 4B jump onto the pillar so the Man forms and then jump back onto the other pillar. The Rock Man will jump into the water.
- ★ In Zone 4C there are hidden underground pits filled with nasty creatures. You can easily beat the Rats and the Spider in the first pit, and you'll earn a power-up. The next pits hold Monkeys. Although they're small they'll climb on your back and do you in. To avoid the Monkey

pits watch until you see that there is a pit coming up (look at the bottom of the screen and you'll see telltale black openings where there is usually green. Jump in the middle between the two pillars and then past the second pillar. No Monkeys!

- ★ To beat the Punjabi (attack with spears) kneel and hack at their feet with full power Axe blows as they come into range.
- ★ The second part of Zone 5 is a perilous maze. Follow the route of this map to make it safely to the other end:



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The Mafat Conspiracy

By Vic Tokai
One Player

Look! Up in the sky! It's a bird! It's a plane! Oh no! It's a Star Wars satellite dropping like a fly! The sinister Mafat Revolutionary Group has sabotaged the critical SDI Satellite System. Somebody call Golgo 13!

The Mafat Conspiracy continues the exploits of agent provocateur Duke Togo of Golgo 13 fame. As Togo (codename: Golgo 13), you enter the murky world of international intrigue for thumb-blistering one-player action.

You work your way through six grueling stages and play in four different types of arcade-style screens. The non-stop horizontal shoot-em-up action takes place on a world tour from the Champs Elysee in Paris to the Afghanistan desert. Explore deadly mazes via first-person 3-D screens. Hop into your Ferrari for a life-and-death Rad Racer-style drive through the French countryside. The sniper screen displays a through-the-scope crosshair view as you draw a long distance bead on Mafat agents.

In between the action you get handsome animated sequences that narrate a hard-boiled comic book storyline. Unfortunately for you, you'll encounter more enemies than friends in this tale of international intrigue. The international cast of villains is armed with pistols, submachine guns, grenades, daggers, and shurikens. Get past these relentless men in grey, and the Monkey Men pounce on you from out of nowhere while hockey-masked Boomerangers get you coming and going.

Who's really at the heart of the Mafat Conspiracy? As Golgo 13 always says, "...."



Hot ProTips

tween stages. If you skip them too soon, you might begin the first round of the next stage without a critical item such as your Python pistol.

When you have to replay the game, don't be in too great of a hurry to skip the dialogue screens be-

- ★ You can duck most shots, but jump over bombs and shotgun blasts.
- ★ Try to shoot villains as they appear at the edge of the screen. Some guys freeze if they aren't all the way on the screen.
- ★ In the horizontal screen the bad guys must be shooting dum-dums because these bullets are slow! If you duck a shot, don't stand up too quickly or you'll get hit anyway.
- ★ Most dark doorways open up into single rooms in which an assassin guards ammo.
- ★ In the Act 1 building you encounter an assassin in the room at the top of the stairs leading from the first floor to the second through the door due South (directly in front of you). Defeat him and he gives up a first aid kit that restores your life points. Now, turn around, take one step North and turn around again. He's still there! Repeat this move till you're at full power. The same thing happens at the top of the stairs from the third floor to the fourth.
- ★ In the Act 1 building, 2nd floor, if you've encountered the first aid guy and you're following the map in the documentation, you'll run into three assassins in a row.
- ★ To beat the Arm of Mafat on the 4th floor of the Act 1 building, pounce on him as soon as the scene begins, back him into the screen edge, and keep kicking until he's down.

- ★ If you can anticipate the turns in the road race, you can zoom through them at top speed without slowing down. For left turns get into the far left lane before the turn. Keep going at full speed; you'll slide through the turn and end up in the right lane without missing an m.p.h. It's vice versa for right hand turns. Here are the turn sequences for the road race: Right, Right, Left, Left, Right, Left, Left, Right, Left, Left, Left, Right, Left.
- ★ When you're in the Ferrari, you must learn to work the gears by pressing Up and Down. If you miscalculate a curve or an assassin's car slams into you, your car downshifts to first gear. You'll never beat the clock that way.
- ★ In sniper mode versus Gerbich, keep the crosshairs within the front frame of the windshield and use the wind indicator to adjust your shots for windage.
- ★ When you face Ahmad Khan, the kickboxer on top of the train at the end of Stage 4, you can defeat him by backing him to the edge of the railroad car, pressing Down and A to execute a low kick, and then rapidly pressing A to continue kicking until he's down.

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By Jaleco
One Player

There's a chainsaw in the kitchen... a nuclear reactor in the basement... and this strange mad scientist working on a machine that sucks the brains from teenagers. If this doesn't sound like your typical Nintendo adventure game,

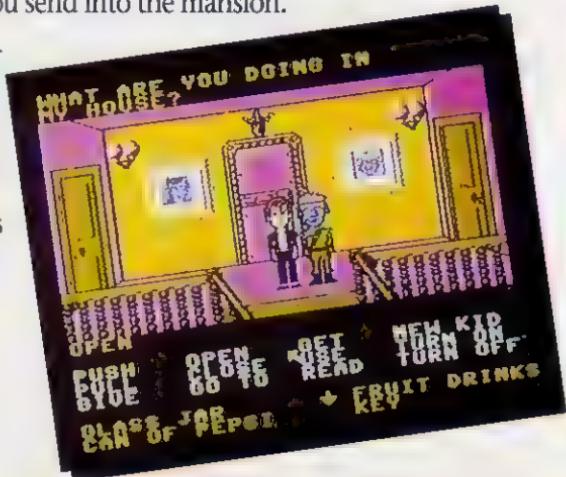
you're right! This is Maniac Mansion – one of the weirdest places you'll ever travel.

Sandy, a high school cheerleader and your hearthrob, has been kidnapped by the demented Dr. Fred and is being held somewhere in the good doctor's mansion. It's your job to explore the mansion along with two of your closest friends and rescue Sandy. The mansion is quite large and loaded with traps and tricks at every turn. You're going to have to be clever and careful – or you may end up strapped to Dr. Fred's brain-sucking machine yourself!

In Maniac Mansion there's no fighting, hacking, or slashing. It's your party's job to pick up objects you find throughout the mansion and figure out how and where to use them to help you complete your quest.

Your friends have many talents, and depending on which ones you choose to accompany you, the outcome of the game changes each time you play. In fact, there are four different endings in all, plus other situations that change depending on who you send into the mansion.

Maniac Mansion was originally a hit PC game designed by Lucasfilm Games. The Nintendo version has the same warped sense of humor and mind-bending challenges that its PC cousin did. Enter Maniac Mansion – you may never want to leave!





HOT TIPS

★ Here's what each of the six kids can do:

Bernard: He's a real electronic whiz. He can fix the telephone and the radio.

Wendy: She's an aspiring novelist and can rewrite the memoirs.

Jeff: He can fix the phone.

Razor: This gal's a punk rocker. She knows piano.

Sid: Another punk rocker. He can tickle the ivory too.

Michael: A photographer, he can develop any film that you find.

- ★** Have some of your characters work out with the Hunk-O-Matic located on the fourth floor. This enables them to open the garage door or the rusted grate in the front yard.
- ★** Be sure to get the package before Weird Ed does. You'll know the package is there when you hear the doorbell. Be sure to remove the stamps off of the package. They're uncanceled, and you can use them later.
- ★** To get into Weird Ed's room have one of your characters ring the doorbell while another character waits in a safe room on the third floor. When Ed goes to answer the door, you can explore his room.
- ★** Open the secret door to the basement by having one kid push the right gargoyle bannister in the front entryway. While the bannister is being pushed, someone else can enter the basement.
- ★** To open the door to the dungeon (in the basement), you'll need the key hidden in the chandelier in the living room.
- ★** To get by the Green Tentacle on the third floor, you must feed it fruit drinks and wax fruit.

-  The tools are located in the garage, inside the trunk of the Weird Edsel. You'll need the key from the Green Tentacle's bedroom to open the trunk.
-  To play the video games in the arcade you must fix the damaged wires first. Next, find a quarter – one is inside an envelope in a wall safe above Nurse Edna's bed. Look through the telescope in the observatory to find the combination to the safe. A key to the video games' coin boxes is found in Nurse Edna's bedroom.
-  Contact the Meteor Police by using the shortwave radio. Their number is on the wanted poster in Dr. Fred's room.

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*By Capcom
One Player*



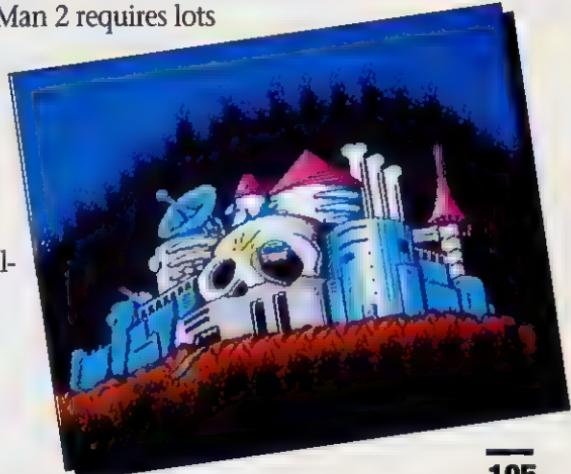
Mega City is under siege again. This time an army of powerful robots is assaulting the metropolis, laying waste to everything in its path. The call goes out for help... and is answered by Mega Man!

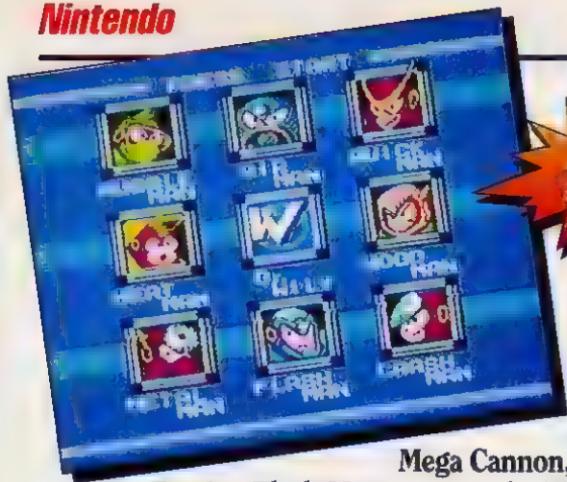
Yes, Mega Man returns for an encore in this sequel to the 1987 Capcom hit cartridge. Mega Man 2 boasts more levels, more villains, and plenty of fun.

Of course, the demented Dr. Wily is back too. This time he has created eight super baddies to do battle with our hero; each villain more interesting than the next. Wood Man, Clash Man, Quick Man, Heat Man, Metal Man, Air Man, Flash Man, and Bubble Man are ready and waiting for Mega Man to enter their lairs. Luckily, Mega Man still has the ability to add the weaponry of his fallen foes to his own Mega Cannon.

To survive Dr. Wily's multi-level lair, Mega Man needs the Metal Blade, one of the best offensive weapons, which he gets by defeating Metal Man. He'll need the Time Stopper from Flash Man. He'll get Crash Bombers by defeating Crash Man. Mega Man also finds three special items: a Levitation Platform, a Jet Sled, and an Elevator by defeating Heat Man, Air Man, and Flash Man, respectively.

Can Mega Man save the day? Your gaming skills will determine the answer to that question. Mega Man 2 requires lots of control pad agility and some cunning as you figure out which baddies are the best to go after first (and everybody has their own opinion about the best order). Strap on your helmet... it's villain stomping time!





Mega Cannon, and he's a piece of cake!
Beating Flash Man nets you the Time Stopper and Item 3, the Elevator.

- ★ **Flash Man** – Flash Man is the easiest of the eight villains to defeat. Simply jump and use the Mega Cannon, and he's a piece of cake!
- ★ **Wood Man** – Defeat the Hotdogs by using the Time Stopper just before you meet them. The Hotdogs won't appear for the duration of the Time Stopper. To defeat Wood Man move right next to him and take him out with some quick fire from Mega Man's Mega Cannon. When you stand next to Wood Man the Mega Cannon can penetrate the Leaf Shield.
- ★ **Air Man** – Here's a trick to get Mega Man extra 1-Ups. When you encounter the birds in the Air Man stage turn on the Leaf Shield (acquired by defeating Wood Man) and don't move! The Leaf Shield destroys all the little birds that fly at Mega Man. If you wait long enough, when they're destroyed some of the little birds leave behind 1-Ups. Defeat Air Man by leaping over his miniature tornadoes and fire at him with the Mega Cannon.
- ★ **Metal Man** – Use the trusty Mega Cannon to defeat Metal Man. Leap over his blades and fire a steady stream of bullets. It isn't too difficult to outlast Metal Man with this strategy.
- ★ **Bubble Man** – The Metal Blades (obtained from Metal Man) are the perfect weapon for the Bubble Man stage. Since you can shoot them in several directions, they're great for knocking out enemies from above, below, etc. Destroy Bubble Man by firing a barrage of Metal Blades at him.
- ★ **Crash Man** – Climb through the extensive roller coaster and ladder layout on Crash Man's world by using your Leaf Shield for protection. Defeat Crash Man using your Air Shooter. He is very vulnerable to it.

- ★ Heat Man – The Metal Blades get you through the initial stages of Heat Man's world. The Crash Bombs can blow holes in some of the walls that get in your way. Use the Jet Sled to get over the pit of fire. Destroy Heat Man using the Bubble Lead you receive when you defeat Bubble Man.
- ★ Quick Man – The Time Stopper (acquired by defeating Flash Man) is essential for survival on Quick Man's world. Defeat Quick Man by first cutting his energy in half with the Time Stopper. Next use the Mega Cannon to blast him into nothing.

Some Strategies for Dr. Wily's Castle:

- ★ The Big Dragon – Right before you reach the Big Dragon, you'll come to some solid blocks that function as stepping stones in space. When you reach the fifth single block, use your Time Stopper and jump to the far right block. When your Time Stopper runs out, the screen begins to scroll to the right. Keep jumping on the blocks that appear on the right side of the screen – the Big Dragon should be hot on your tail at this point. When you reach the end of the row (three blocks stacked one above the other), jump up to the highest block and fire on the dragon with your Quick Boomerang. If the dragon knocks you off your perch with one of its fire blasts, jump back up to the top block and continue firing. It only takes a couple of hits from the boomerang to do in Mr. Dragon.
- ★ Guts-Dozer – Jump on Gut-Dozer's platform, then leap and fire your Quick Boomerang at his face. Three or four hits should be all you need to do in this man-tank.
- ★ Dr. Wily's Lair (Final Stage) – You can safely run under the lava drips by running full speed to your right without pausing. By running as soon as you hit the ground you'll make it through untouched.
- ★ Dr. Wily's Spaceship – The Metal Blades are perfect for destroying this monstrosity. Fire at the window of the ship and soon it's a pile of metallic junk.
- ★ Dr. Wily's Super Suit – The Bubble Lead is the only weapon that can damage this suit of armor. It takes seven or eight well-placed shots.



Passwords that enable you to begin with the listed villain defeated:

| | |
|--------------------|------------------------------------|
| Flash Man: | A2,C1,C2,C4,C5,D3,E1,E2,E3 |
| Wood Man: | A2,C2,C4,C5,D3,D4,E1,E2,E3 |
| Air Man: | A2, C2, C4, C5, D4, E1, E2, E3, E4 |
| Metal Man: | A4,B1,B3,C4,D1,D2,E1,E3,E5 |
| Bubble Man: | A4,B1,B3,C4,D2,D4,E1,E3,E5 |
| Crash Man: | A4, B1, B3, C4, D2, D3, D4, E1, E3 |
| Heat Man: | A1, B2, C1, C4, C5, D1, D3, E3, E5 |
| Quick Man: | A2, B1, B3, B5, C2, D1, D2, D4, E4 |

Begin with all villains defeated – go get Dr. Wily:

A1, B2, B4, C1, D1, D3, E3, E5

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By Sega of America
One Player



Who's bad? You are! Or you will be when you slip into the dancing shoes of Michael Jackson himself. It seems Mr. Big is out to hold the children of the world hostage.

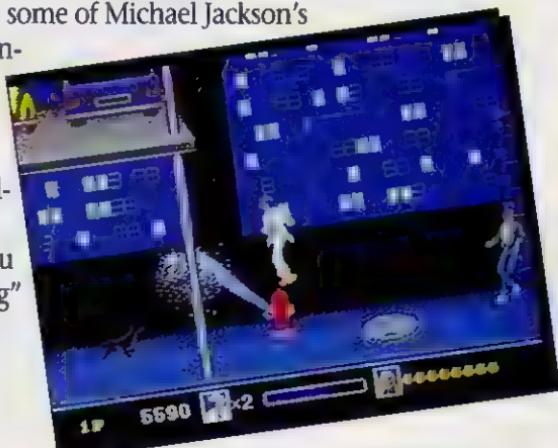
To rescue the children and

save the day, you'll have to "Beat It" on down to Club 30, the city streets, the sewers, the graveyard, and other ghastly locales to take on Mr. Big and his cronies.

Defend yourself and "show them how funky and strong is your fight" by using all of the J-Man's smooth moves. "It doesn't matter who's wrong or who's right" 'cause with Michael's special magic powers you can kick, punch, and jump your way out of trouble. And if you get into a really tight spot, you can get the bad guys to bop until they drop - leaving you victorious.

From the moment you spin into Club 30 to the beat of "Smooth Criminal" it's a marathon - dance-style. In each of five levels you'll have to rescue all of the missing children and then face off with the bad guys to advance. There are also a few special surprises, like the moment you first turn into a robot!

Moonwalker's four megs are jam-packed with some of the most beautiful 16-bit graphics you'll ever see. The animation is as smooth as MJ's moves! The music showcases some of Michael Jackson's classics - "Bad," "Beat It," "Another Part Of Me," "Billie Jean," and "Smooth Criminal." And the word is that Michael himself has personally put his stamp of approval on every single sprite. So "you wanna' be starting something" do you? Well, how about the game!





Hot ProTips

Take some time to experiment with different button combinations. As Michael you can pull off some amazing moves – some of which you won't find in the manual. Practice your favorites and get ready to strut your stuff.

- ★ To launch a Dance Attack press the Magic button and spin back and forth by hitting Left and Right rapidly. You'll begin to dance and the bad guys dance with you until they drop from exhaustion.
- ★ To toss your hat begin as if you were going to do a Dance Attack, then let fly with the hat by hitting your Attack Button. You'll find a few of your enemies will go up in an explosive puff of smoke!
- ★ At the end of each area of each level Bubbles, your friendly chimp buddy, shows you which way to go to corner the bad guys.
- ★ Look for the missing girls in all of the obvious places, but don't forget to check out the less obvious places! Try behind windows, bushes, inside of hidden rooms, and even behind tombstones.
- ★ Watch for a comet to blaze through the sky. Grab it and you'll turn into a robot. You can fly around the screen and sizzle the goons with ultra space-age weapons. One level this happens on is 3-2!
- ★ Use the different objects you find in Level 1's Club 30 to mow down the bad guys. For example, give a chair a kick and it'll knock over a row of criminals.
- ★ Slide down the bannister in Level 1 by hitting the Magic button when you're on the stairs. You'll knock all the bad guys off the staircase.
- ★ Watch out for criminals with guns! They'll do you some major damage. In Level 1 just look for the blue guys with the attitude. They're either leaning against the wall or reaching into their jackets for their

guns. If you can't knock off gun toting goons before they fire, duck down! They'll shoot over your head.

- ★ Beat Level 2-2's machine-gun-toting bad guys by kneeling down out of reach of their gunfire and blasting them with magic on each side as they get close to you.
- ★ In Level 2-3 you'll have to leap from the top of the parking garage to reach two of the little girls.
- ★ Make Level 2-3's dobies dance once just for the fun of it, but if you want to beat them you've got to go after the white dog!
- ★ In Level 3 remember that you can jump and swing from tree branches to reach some of those tricky higher locations. For example, in Level 3-3 use the branches to swing across the bridge.
- ★ Attack the splitting Zombies at the end of 3-2 and 3-3 by forcing them to the wall and repeatedly kicking or punching them with magic. Take on one at a time.
- ★ Pay no attention to Level 4's "No Dancing" sign! Mr. Big is just trying to intimidate you.
- ★ In different areas of Level 4's cavern you'll find secret doors that lead to hidden rooms. Look for the large spiders on the doors. You'll have to find these and search them, or you won't be able to collect all of the missing children.
- ★ Watch out for falling stalactites in the cavern.
- ★ The boulders you'll find lying around in Level 4's cavern look mighty big, but give them a kick and they'll roll all over the bad guys. You can keep moving the same boulder back and forth as often as you need it.
- ★ Lasers in Level 5 do some major damage to your style. They fire at you from guns located on the ceilings as well as from Mr. Big's henchmen. Although the laser blasts move slowly, you'll have to dodge them or die.
- ★ Blow up a few of Level 5's computers with some fancy footwork on top of the consoles.
- ★ Use Level 5's transporters to send yourself to different areas of Mr. Big's hideout and sometimes get yourself out of trouble.

★ With a little magic at the end of Level 5-3 you'll find yourself transforming into a robot. Now you can beat the bad guys at their own game by matching them laser blast for laser blast. Even better, you can fly and they can't.

"Michael Jackson's Moonwalker" videogame program developed by Sega Enterprises, Ltd. "Michael Jackson's Moonwalker" videogame audio/visual display © 1989 Triumph International, Inc. All rights reserved. "Michael Jackson's Moonwalker" videogame program codes © 1990 Sega Enterprises, Ltd. All rights reserved.





By Acclaim
One or Two Players (simultaneous)

If you're tired of just saying "no" to drugs, now you can say "NO" – Narcotics Opposition, that is. NARC makes you top cop in that elite government force organized to fight drug trafficking and terrorism.

NARC is an ultra-intense horizontally-scrolling shoot-em-up that takes you on a search and destroy trek through the seamy drug underworld. The action's top-notch for one player and terrific for two. And the second player can join in any time!

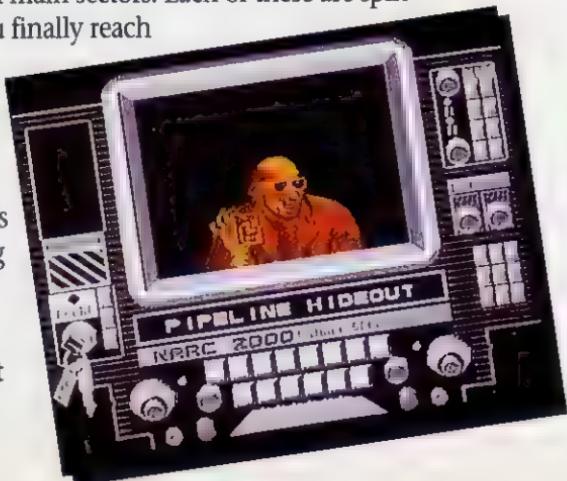
The strategy's basic: Shoot or be shot. You're tricked out with a machine pistol and a rocket launcher. You start out loaded with ammo, but you have to replenish your supply along the way.

Your adversaries are a formidable horde of slimy drug thugs. All the creeps are clones of several basic bad guys. Most of them have projectile weapons. Their overwhelming numbers are what makes this shooter tough. Blast 'em or bust 'em. Busting them is the best way to build up points, but you have to stop moving to do it, which makes you a good target. You also build up your score by snatching contraband such as cash and drugs.

You're after Mr. Big, dead or alive (and you fight him both ways). To reach him, you must clean up seven main sectors. Each of these are split into several scenes. When you finally reach Mr. Big's Office, you find out why they call him "big."

Beware: The drug war is dirty business, and in NARC it's messy, too. Blast criminals with rockets and you're going to see some body parts.

You want gunfighting action? NARC's got it! Don't get high, unless it's on points.





Hot ProTips

★ Crouch and shoot on the move by holding down A and B simultaneously and using the directional pad.

★ Whenever you die, you replenish ammo for the machine gun.

- ★ Check the radar in the screen display to see where you are in a sector.
- ★ You can always shoot single shots, even when the display indicates no ammo left.
- ★ You can't duck shots, but you can leap over them by rapidly tapping B twice.
- ★ During two-player action, if only one of you goes through a door you both go. Only the player with the correct safe card can open a door.
- ★ Stand in the doorways of buildings and you can easily bust bad guys when they pop out.
- ★ Whenever you stop moving, at least three bad buys will walk up and stop next to you for an easy bust. Don't stop near Kinky Pinky.
- ★ Every 100,000 points earns an extra life. To rack up mucho points, find the last exit at any level. K.W.A.K. Street is particularly good. First, get the safe cards, so you can make a quick getaway. Move to the right edge of the screen near the exit. Now you can slide up and down the screen edge to bust guys as they appear onscreen. Stay sharp, dogs bite you and gangsters can shoot you from offscreen. Exit before you perish. With two players, one at each side of the screen, this move's awesome.
- ★ Blast the vats in the drug labs for 1000 points each.
- ★ On the Bridge, land mines will blast the Dumpster Man.
- ★ You can outrun the Dumpster Man.

- ★ Dumpster Man can't harm you when you're inside the car, but you can't run him over.
- ★ With two players in the Narcmobile, the first guy in drives, but the other guy can shoot.
- ★ When you're in the Narcmobile, the bad guys can't get you but you can run them down to save ammo. You can run over dogs, too.
- ★ You can't bust Kinky Pinky, Bevon Face, or the Dumpster Man. Kinky takes several hits unless you use a rocket.
- ★ The rocket launcher is best against Kinky Pinky, the Dumpster Man, and the Helicopter.
- ★ The Sergeant Skyhighs outside Skyhigh Nursery attack in "lanes." Stand between lanes and they'll never hit you.
- ★ Ammo meters stop at 99, but you can store more.
- ★ To get the gold Safe Card in Mr. Big's Office, blast Mr. Big with rockets then bust him before he crawls away.

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By LJN

One to Four Players (simultaneous)

Freddy Krueger's back! And you've got a bone to pick with the ghoul with the fingernails by Gillette.

Search the neighborhood for Freddy's bones, which are scattered about in five

buildings and a cemetery on Elm Street, and dump them in the furnace of Elm Street High. All the buildings have two danger-filled levels. All night long, you'll battle Krueger's creepy crawlie allies including rats, spiders, bees, snakes, and his zombie partner, Shambler. You can take a friend along to help you or, if you use an NES Satellite unit, up to four people can play at once.

Your only weapon, at this point, is a powerful right hook. But all the swinging and searching makes you drowsy. Nod off and you wake up in the Dream World where all the unfriendlies transform into nightmare creatures, such as Deathwings, Skelos Skeletons, Demon Hounds, and Skull Spiders.

Got all the bones in the building? Head for the exit. Yowww! Freddy's back! This time he's in a horrific nightmare form. Sometimes he's a tentacle claw. Another time he's a mutant snake-spitting man-eating tongue. Next, he's a monstrous bouncing fist.

Don't worry. Grab one of the Dream Warrior icons – the Acrobat, the Shadow Warrior, and the Necromancer – scattered throughout the game, and you'll get super powers whenever you're in the dream state.

You'll fall asleep often, but it's no beauty rest. We've all seen Freddy's idea of a facial! Sometimes you wake up in a concrete room with you-know-who hacking and hopping after you.

Eyelids getting heavy? Get set for some side-splitting fun.





Hot Props

★ There's a bone counter in the middle of the bottom of the screen. Whenever you enter a building,

the counter displays the number of Freddy's bones in the building and then counts down as you collect them.

- ★** Inside the buildings you'll encounter floating stones which move up and down like an elevator. Sometimes you have to hop onto them to reach a bone or a Dream Warrior icon. It takes good timing to jump onto the stones from the side. But if you stand directly underneath the stone and press A as it drops down on top of you, you'll jump up through the stone and land on it!
- ★** You can punch or zap the horizontal daggers.
- ★** Remember: Whenever you run into Freddy or a Freddy Monster, you're asleep, so you can use your Dream Warrior powers.
- ★** Sometimes Dream Warriors can't grab bones stuck underneath ledges. Switch to your "normal" self.
- ★** When Freddy attacks you, beat him off. You can take several hits before you lose a life. You can't kill him, but he's basically a coward. He'll chase you forever if you try to dodge him. But the harder you fight back, the sooner he runs away. Dream Warrior powers are the best.
- ★** Sometimes when Freddy jumps you, a claw reaches out of the ground from the spot where he lands and tries to slash you. Bash the claw to make it disappear.
- ★** To beat the Freddy Snake in the first house position yourself at the far left of the screen. The Snake reaches you, but you can punch it or use a Dream Warrior power on it. Bash the tongues when they get in range.

-  To beat the Flying Claw, use the Ninja Dream Warrior. Use your flying kick as the Claw dives at you. Same goes for the the Deathwing family at the end of the Junkyard.
-  To beat the Claw Glove monster in the third house, notice the row of tiny white dots on the foreground. Position yourself so your toe touches the second row from the left; the Glove can't reach you there. Now you can punch it out when it gets close or use a Dream Warrior power to blast it from longer range.
-  At the Junkyard, the Necromancer Dream Warrior is a very effective bone collector.
-  Once you absorb a Dream Warrior power you always have it. You don't have to keep picking up the icons.
-  The Necromancer's magic blasts have the longest range. The Acrobat's javelins are next, and the Ninja's shurikens have the shortest range.
-  Sometimes Dream Warrior icons don't appear when you're in the Dream World. Find a boom box. The sounds will blast you awake and unveil the icon.
-  Dream warriors can fire their power – javelins, magic bursts, shurikens – through solid objects.
-  Some Dream Warrior powers work better in a given situation than others. Sometimes no Dream Warrior power is best. Learning to quickly switch Warrior personas by pressing Select is a matter of life and death.

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*By Tecmo
One Player*

It's been a while since everyone's favorite ninja, Ryu Hayabusa, defeated the evil demon, Jaquio, and rescued Irene, the beautiful and mysterious CIA agent. Now, evil stirs across the land once again as Ryu, now known as the

Ninja Dragon, sets out to battle Lord Ashtar in Ninja Gaiden II, the sequel to the smash hit Ninja Gaiden. Like the original, this cart boasts excellent action sequences and superior graphics, along with special animated story-line sequences between the different levels.

Prepare for a barrage of obstacles and opponents as you make your way through the seven acts and their sub-acts. Battle through city streets, across mountain tops, past boiling pits of lava, and even on top of a speeding train. Survive the different perils that await you in each grueling level by fighting off soldiers, birds of prey, and in some acts the elements of nature.

Hack the Red Dragon Crystal Balls and grab the different power-up items and weapons to increase your strength and Ninjutsu skills. Use your special Ninjutsu skills, such as the exotic Art of the Fire Wheel, to fry your foes. You'll especially need these nifty Ninja powers if you're going to defeat the parade of bosses that get tougher and tougher as the game goes on.

Will Ryu meet up with Irene again? Who is the mysterious Robert T.S.? Where is Ashtar, and how in the heck is Ryu going to stop him? It's up to you to answer all of these questions. Just remember, this is your chance to prove you're not just another Ninja!





HOT ProTips

★ To defeat Dando the Cursed in Act 1-2 you have to use your Dragon Sword. Run up and attack

Dando while he's not moving, hit him a few times, and then run and jump onto the wall. He'll run towards you. As he gets to the wall jump over him and hit him from behind several times and then run and jump on the wall again. Repeat this procedure until he's done for!

- ★ The wind and the snow in Act 2-2 blow you around and put a damper on your agility. You'll have to make some impossibly long jumps across cliffs. Wait until the wind is blowing away from you and jump. If you jump when the wind is blowing towards you, you won't make it.**
- ★ In Act 2-2 the wind also makes wall climbing tricky. You'll have to time your jumps from the wall according to the wind's direction. If you try to jump into the wind, you might miss your target and fall.**
- ★ There's a hidden 1-Up just past the beginning of the second mountain in Act 2-2. After you pass under the first wall by the mountain, you'll find the 1-Up by jumping just below the left edge of the first ledge you come to.**
- ★ In Act 2-3 dodge the spiders that Baron Spider hurls at you. The best way to beat the Baron is to climb to the top of the wall on the right side of the screen and then, when the Baron jumps off of his ledge, follow him down and hit him as many times as possible before he jumps back up. Repeat this strategy until you defeat him. And, by the way, watch out for snow flurries!**
- ★ You'll find yourself in the middle of a wicked thunder storm in Act 3-1. Move only when the lightning flashes and you can see where you're going – otherwise, you'll find yourself in deep trouble! To**

protect yourself press Pause when there's no lightning. Nothing can hit you but the storm continues. When the lightning flashes again, hit Pause and move on.

- ★ Don't panic when flames drop from the sky in Act 3-1, especially when you're standing on the pillars. Just wait until the flames reach your body and hit them with your sword.
- ★ To avoid the Spider in Act 3-2 just jump to the last brick before the drop off, and the Spider will curl up and fall. Watch out for the Birds that fly here. Don't panic and jump or they'll knock you off of your perch. Just hit them as they fly towards you.
- ★ It's easy to beat Act 3-3's Funky Dynamite if you have one or two Ninja Shadows. Jump to the platform on the right, and jump up to Funky's level and then down to the ground. Your shadow stays in the air and hits Funky. When Funky falls to the ground you can hit him. When he's in the air your shadow hits him. He's a goner.
- ★ Grab the Invincible Fire Wheel in Act 4-1. When you reach the end of the horizontal part of the level, jump onto the wall and activate the Fire Wheel to protect yourself from the fire balls, which you can't fight off while you're climbing.
- ★ When you reach the column area in Act 4-1, you'll find that fire balls spurt from below the columns. Time your jumps to avoid the fire. Just wait until one comes up and then jump along behind it.
- ★ In Act 4-2 you'll have to learn to maneuver through the water currents. Remember to cling tightly to the wall and plan your jumps carefully to avoid getting washed away.
- ★ Beat Naga Sotuva, Act 4-3's underworld water dragon, by climbing up one side of the waterfall while his claw snipes at you from the other side. Use your special climbing ability by holding down Button A and pushing Left or Right on the controller (depending on which direction you're facing). Once you're up on top of the waterfall, you've got a clean shot at Naga Sotuva. Hit him in the teeth.
- ★ Watch out for slippery ice in Act 5-2. When you need to jump, back up as far as possible for a long run otherwise you won't build up enough momentum.
- ★ Use the Art of the Fire Wheel to zap Act 5-2's Tarantulas quickly before they zap you.

- ★ Ashtar in Act 5-3 is tough. You must hit him with your Sword or a Ninja Art when he's completely visible. Try to aim at his sword.
- ★ To get behind the large section of wall in Act 6-1 move just to the edge of the wall and jump. You'll land on a hidden platform and just see yourself in the window. Jump again and you'll reach a Scroll. If you miss the platform, you can use the Art of the Fire Wheel to get the Scroll anyways.
- ★ There's a hidden 1-Up behind the largest Stalagmite just near the end of Act 6-2. Use the Art of the Fire Wheel to reach it.
- ★ The Kelbeross dogs in Act 6-3 are a fearsome pair. One is invincible, but you'll only be able to tell which one by checking your Enemy Strength Meter. If you can get the invincible dog in front of the left door and hit him with a Ninja art, you can sometimes knock him out of the door and out of your life! If you have a Ninja attack art, climb to the top of the right door, do a quick kick, and sit in front of the door. The dogs can't get you here, and you can attack them with your Ninja art.
- ★ Just at the end of Act 6-1 there's one last 1-Up in a Crystal Ball up and to the left of the platform right before the exit. Jump up and cut it down.
- ★ Check out the sounds: During the title screen simultaneously hold Up and Left diagonally on your control pad, Select, and Buttons A and B. Press Start and when the screen appears, use your buttons to select the sounds.

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*By SNK
One Player*

Talk about self-sacrificing! For the good of your country you've let yourself be captured and imprisoned in the enemy's prison camp. You are Bart, a captain in the Army Special Forces Unit

"M." Lean and mean at 6' and 160

lbs. you're highly trained in the use of special hand-to-hand combat and the other assorted arts of war.

Your goal is to infiltrate and destroy GOON. This organization is out to destroy the world's economy through a vast international smuggling ring. Your plan is to escape from the enemy prison camp and fight your way through the encampment in search of GOON's leaders. If you can eliminate them, you'll break GOON's back.

You'll have to battle commando regiments in five separate missions, each tougher than the last. You've got to survive each of the missions and also defeat each of GOON's four top leaders.

Combat along the way is mostly hand-to-hand. You pack quite a punch with your feet as well as your fists. You also have quite a few opportunities to grab special weapons from GOON soldiers when they drop them. These include Knives, Armor, Brass Knuckles, and an occasional M-16.

Succeed in vanquishing GOON and you'll probably be awarded a Purple Heart. Fail and the rest of the world won't even know what happened to you. Of course, the miracles of video technology enable you to continue your game from wherever you're defeated. Sure they say the prison is "escape-proof" - but they didn't know about you!





HOT PROPS

★ Sure you've only got three lives, but score 30,000 points and you'll earn another!

★ Even better, how about starting with 20 lives? Try the following pad trick: During the title screen hit A, B, B, Up, Up, Down, Left, and then Start.

★ Your most powerful move is your Jump-kick.

Level 1:

- ★** You'll reach the first three bonus rooms near the beginning of Level 1. The first room holds the Brass Knuckles, the second holds the Armor, and the third has a Life power-up.
- ★** Don't fight the enemies outside of the bonus rooms unless you're not going into the room. You don't have to beat them to enter the room, and they're usually gone when you come back outside again.
- ★** Just after the first hut you'll meet up with a soldier with a gun. Knock his M-16 out of his arms and grab it. You can either fire the gun or use it to butt your enemies. Firing it is safer. Using a combination of firing and butting you can easily get past all three bonus rooms with no damage.
- ★** You'll meet up with your first grenade-tossing soldier after the third bonus room. Dodge the grenades – if the blast hits you, you've had it.
- ★** Inside of the two large buildings on this level try to stay where you can see yourself in the windows. If you can't see yourself, you're liable to get blind-sided by an enemy.
- ★** You can get another gun just before the second large building on Level 1.
- ★** On the other side of the second large building you'll battle with two Green Berets. Beat them and then run to the right as fast as you can to avoid a grenade-tossing soldier climbing down a ladder.

★ To defeat the Assault Chopper boss at the end of this level, fight with the soldiers who jump out of the helicopter and grab the grenades they drop. Toss the grenades at the chopper. It takes five hits to destroy the helicopter.

Level 2:

★ From here on out you're usually battling more than one enemy at a time. Try to take them on individually to weaken them. If you can knock out one or two of them, the odds in your favor go up.

★ The first three trucks you come to are the bonus rooms. The first has the Armor, the second has the Brass Knuckles, and the third has the Life.

★ After you leave the third truck, stay close to the fence. Sure you can fight the Motorcycle Soldiers, but it's easier to just dodge them altogether.

★ Starting on this level you'll battle many hordes of knife-wielding commandos. A few things to remember: Don't get stuck in between two of them; they're definitely back-stabbers. If you get stuck, move forward or backwards to get out of their line of fire. After they perform their flips they usually stab, so make sure you're not within range when they land. When you jump-kick them make sure you don't miss. If you do you're sure to get stabbed. If you've got the Armor and the Brass Knuckles, these guys are easy to punch out.

★ Stay close to the front wall inside of the large building or you'll get run down by a motorcycle gang.

★ When you leave the large building run quickly to your right to avoid a grenade. When the tower blows up dodge the falling flames or you'll get sizzled.

★ Run past the weights dropped by the cranes just as they rise.

★ The Scuba Divers always attack from the rear. Just stand still and turn and punch whenever one surfaces.

★ The bonus room right after the water has the Armor. Fight the Scuba Divers inside the way you did the others.

★ The last section of Level 2 is packed with enemy troops. To avoid gunfire, knives, and grenades stay to the back wall or in between the lines on the road.

- ★ You can get an extra Life power-up in a bonus room near the end of the level. You'll see what looks like a toll booth next to a single speed bump.
- ★ Don James, the level boss, is tough to beat. He'll fire at you with a gun as well as drop grenades at your feet. To avoid the gunfire stay off the line Don is standing on. To avoid the grenades keep jump-kicking constantly. If you get close to him let fly with punches or jump-kick in a left-right-left-right pattern, and you'll finish him off.

Level 3:

- ★ There are two bonus rooms at the beginning of Level 3. The first has the Armor and the second has the Brass Knuckles. Three tough attackers await you in each room. Don't go in unless you really want the items.
- ★ After the second cave watch out for knife- and grenade-tossers.
- ★ At the end of this little jungle strip you'll meet up with jumping soldiers. To beat these guys move over to the right edge of the screen so that they jump over you and off the screen. Punch and kick them off the screen to beat them.
- ★ Climb down the waterfall to battle Scuba Divers and knife-wielding soldiers. Attack the Scuba Divers just as you did in Level 2. Go for the knife soldiers one at a time so they don't gang up on you.
- ★ Hug the back wall and run to the right as you exit the water to avoid a grenade-tossing soldier.
- ★ The bonus room near the end of the level contains the Life power-up. Watch out for the knife thrower who'll try to get you as you leave the cave.
- ★ Fight the Level 3 boss, Angel, in an elevator. There are two different ways you can try to attack him. A risky way is to start punching as he runs at you. Hopefully you'll connect with a few blows before he runs by. You'll also lose a lot of life this way. Another approach is to jump-kick him. If you can knock him off balance, keep jump-kicking left-right-left-right to weaken him.

Level 4:

- ★ At the top of the ladder grab the gun. Use it to mow down soldiers on top of this building by letting them line up and then shooting two or three at once.

- ★ The next bonus room you come to has the Life. The bad news is that you'll have to fight the same guy you fought at the end of Level 2 to get it. Don't go in unless you really need the power-up.
- ★ After the bonus room a bunch of flame throwers try to french-fry you. Move forward slowly and look for safe spots to stand. Sometimes you can jump to avoid the flames.
- ★ There's another bonus room after the flame throwers. This one also has Life power-up...and a big boss to fight. It's up to you!
- ★ The last stretch of Level 4 has it all - motorcycles, knife-throwers, grenade-tossers, and a crew of gun-toting soldiers. Sure the odds are impossible, but just remember everything you've learned so far and you might make it!
- ★ The final bonus room is just before the end. To get a Life power-up in here you'll have to successfully battle six soldiers.
- ★ At the end of the level you'll fight 10-12 soliders in a wicked free-for-all. Survive that and you fight a weak-looking boss with a gun. Don't let him get too close to you. Dodge his shots and try to jump-kick him.
- ★ To beat the boss tank use the same technique you used against the helicopter. It takes eight grenades to blow up the tank.

Level 5:

- ★ Short but deadly is the best description of this final challenge. After a few regular attackers you'll battle another Don James boss. Use the same method to defeat him.
- ★ The final boss is the Leader. He's huge, he's fast, he's got super martial arts skills, and he'll move all over the screen. Let him come to you and try to jump-kick him or hit him when he's on the ground. The first time he falls down he'll get up again, ready for one more round. The second time you knock him down he's history.



*By NEC
One or Two Players*

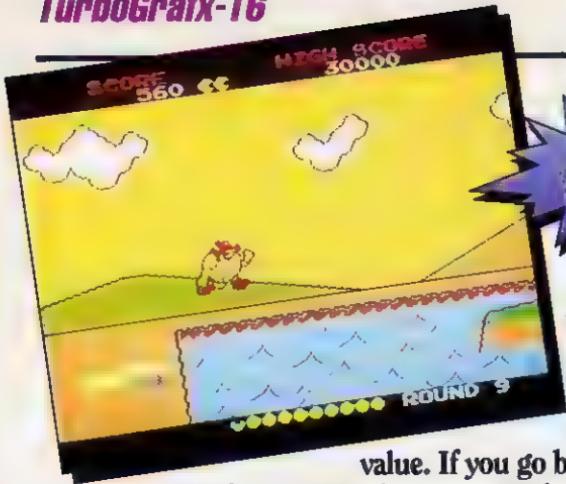
Follow the bouncing ball... Pac-Ball, that is! The yellow dot-eater has made its way to the TurboGrafx-16 in Pac-Land, a multi-level, horizontally scrolling adventure.

The object of Pac-Land is to rescue the fairy princess from the Monster Mansion and return her to her home in Fairy Land. There are 32 levels of play, and you'll have to avoid the monsters from the original Pac-Man game – they appear in all sizes and forms. But as in the original Pac-Man, gulping a power pill turns these bad guys into bozos...they're easily destroyed by Pac-Man when they're in this form.

All sorts of obstacles get in your way. Log ladders and floating clouds help you make your way across the mountains. You'll have to watch out for speeding cars and monsters lurking in windows when you're in the streets of Pac-Land. In the desert Quick-Sand Skulls drag you under if you touch them. Plus, every level has a Monster Mansion, filled with dead-end passages and creatures galore!

In Pac-Land you choose your trip (the 32 levels are broken down into eight trips) and select Lever or Button control. There are also unlimited continues, a feature you'll need to complete the game. So don't touch the monsters, and stay out of the water (Pac-Men can't swim!). You've got to save a fairy princess, and your only weapons are your fleet feet and your appetite for blue monsters.





Hot ProTips

Collecting fruit as you continue along in the same direction (right or left) will keep doubling the point value. If you go back or change your direction, the fruit point value resets to the beginning.

- The Floating Hat Trick:** When Break Time appears, reset the game (by hitting Run and Select together) right when Pac-Man's hat rises to uncover the fairy. When you start the new game, Pac-Man's hat levitates above his head for the entire game.
- Debug Mode:** At the title screen hold Buttons I, II, and Select at the same time. Next, press Down on the control pad and press Run. This puts you into Debug mode.
- No Kill Play:** If you enter Debug mode and turn on the Skip option by pressing down on the control pad 100 times when the Level Skip screen appears, you'll have unlimited lives and won't be killed when you're touched by a ghost. Make sure the words "No Hit" appear before you start the game – it means you've done the trick right and you're indestructible.
- Note:** You can get stuck in the Monster Mansion if you don't have a key and are stuck behind a door, so be careful.
- Play the Pro Level:** To play a special Pro level, turn on the Skip function (activated in Debug mode) and when the Skip screen appears, press Up on the control pad 10 times. The word "Pro" appears and you'll begin on a tougher level of play.

By FCI
One Player

The Italians didn't invent pasta, Gutenberg didn't invent the printing press, and the Ghost-busters didn't invent exorcism. When you've got evil spirits in ancient China, who ya' gonna call? Phantom Fighter!

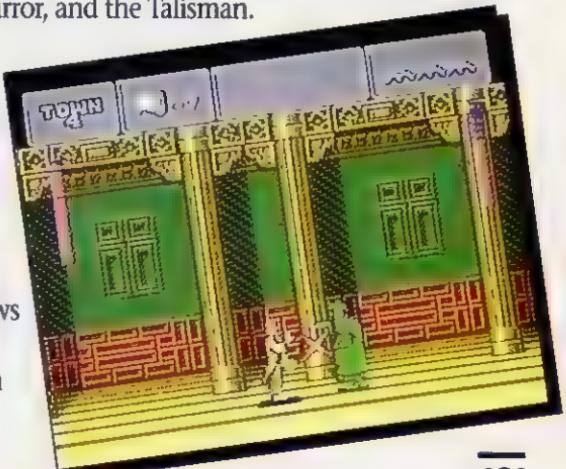
Phantom Fighter takes you on a ghost-busting romp through eight spirit-weary Chinese towns. The ghosts are called "Kyonshi," and you'll encounter seven different kinds. Each one attacks you with a variation of a plodding, hopping fighting technique. Speed isn't the key here, position and patience are. The action is much livelier than it sounds, and it's very engaging. Grab three pieces of jade from the demon spirits and you can free the village by defeating the boss Kyonshi.

As Kenchi, the Phantom Fighter, you learn different kung fu fighting moves such as the lightning fast Triple Thrust, the showy Whirlwind Kick, and the tricky Mirage Walk Kick. However, it's the straightforward Wind Kick that is your most effective blow.

You learn your moves at kung fu training halls located in Towns 1 - 5. You have to answer a riddle before you meet the master, and you pay for lessons with Scrolls, which you earn by clearing Kyonshi from villagers' houses. The people also reward you with phantom-fighting weapons such as the Sacred Sword, the Tonten Mystery Mirror, and the Talisman.

You're accompanied by a bumbling, wisecracking side-kick, who's there primarily for comic relief, but he will help you find an important item during the game, albeit inadvertently.

This entertaining cart follows in the best traditions of chopsocky kung fu movies – it even has subtitles.





Hot Pro Tips

★ To defeat the various Kyonshi, you must learn to time the different hopping attack movements.

Be patient. Hit and run is a good tactic.

- ★** Kicking is your most effective offensive technique. The Wind Kick and the Jump Kick are important moves. The Kyonshi is within range of your kick when it's approximately one of Kenchi's hand-widths away.
- ★** You can speed up the scrolling of the dialogue screens (and therefore the game) when you travel between buildings. Each time you press Select you cycle through three speeds: Fast, Normal, and Slow. To speed the game up go to Fast when you reenter buildings you're familiar with, especially temples, kung fu training halls, and buildings that contain Jade.
- ★** Whenever you arrive at a new town, the Temple is the first building to secure. That way you can return there to replenish your life power.
- ★** If you're about to lose a fight, exit the building and head for the Temple to rest. If a Kyonshi defeats you, you lose all your items and some of your scrolls. However, you won't lose any Jade.
- ★** When you visit a training hall remember: Kyonshi hate ice cream, Lord British created Ultima, the "Wall Poster" is a Chinese newspaper, and Kyonshi like to hang out in New Jersey.
- ★** Jade is in buildings that say "Danger's in the Air."
- ★** Kyonshi won't strike you when they jump. You can get behind them by moving forward as soon as they're in the air.
- ★** In Town 2, watch your step when you pass by the cemetery next to the Temple. The Shansi ghost will whisk your assistant away. You can't get Scrolls or use any items until you rescue him.

- ★ You can outrun the Shansi's demon head. Be patient and use the jump kick.**
- ★ The bell controls the Baby Conshi. You get it after you defeat the Shansi.**
- ★ In Town 4, the Sacred Sword is in the first building to the left of the Temple. The Tonten is three buildings to the left of the Temple.**
- ★ Use the Tonten to defeat the Lion Spirit boss in Town 4. Just keep stunning him so you can kick him.**
- ★ There are no training halls in Town 5, so consider skipping Scrolls and going straight for the Jade to get at the level boss. The three buildings to the right of the Temple contain Jade.**
- ★ Use the Sacred Sword to defeat the Town 5 earth-shaker Kyonshi.**



Passwords

| | | | |
|---------|--------------------|---------|-------------------|
| Town 1: | ♥V рD 9♦N8 B?R◆ | Town 5: | B74Q D71P R61◆ |
| Town 2: | J11N ♠R♣Y B2XD | Town 6: | KQT♣ G1HR 4♥5◆ |
| Town 3: | 76GD 3♥9♥ M♣V◆ | Town 7: | ♠♥♣V L8T? R9N◆ |
| Town 4: | Y♦GH ♥1P♣ J8RD | | |

By IREM/NEC
One Player

Here you go – shoot to thrill! R-Type is a classic horizontally scrolling outer space shoot-em-up that's come to the TG-16 from the arcades.

You pilot the Nectarian Battle Cruiser, R-9, through eight stages of non-stop, thumb-blistering

action. Your adversaries are the countless robots, spacecraft, and vile monsters of the BYDO Empire. Blast through the monstrous fleet, and you get a showdown with BYDO himself. Along the way, you'll face 28 enemy creations and eight main boss creatures.

R-Type requires some extremely fancy flying, but shooting is the name of the game. Your basic weapons are a laser cannon and a devastating power blast. However, scattered among the enemy are POW Shuttlecraft. Blast these and you can get six different weapons and power-ups.

When you capture your first POW laser unit, you get a Power Pod. The Pod is the laser, and it typically flies along with your ship. The more laser units you collect the more power to the pod. You can connect the Pod to either the rear or the front of the ship, which changes the lasers' effect, and you can shoot the pod forward or backwards to disrupt enemy forces.

All this firepower is devastating, but one hit and you start from scratch!

R-Type is recommended for top gun video rocket jockies. It could drive others crazy. You'll need a steady hand, a quick thumb, steel nerves, and a devil-may-care attitude. Oh yeah, and set aside several hours; there's no password feature.

Remember: In space no one can hear you scream, but sound carries out of your room.





★ This game is tough. Try using turbo fire; however, you'll lose the Power Blast. If you're desperate, a TurboStick with slo mo really helps.

- ★** You get three continues standard, but here's how to get more. Switch on turbo fire for Button I. Now, from the title screen, hold down Select and Button I simultaneously. You'll see the continues build up on the counter at the top of the screen. You should be able to get at least 16.
- ★** You must learn to fly into some tight places. The R-9 can blend into sprites up to its power blasts.
- ★** In general, try to grab as many POWs as you can in a stage and survive with them into the next stage. However, too much Speed can make your ship hard to handle. If you use slo mo Speed's a big help, but for regular gameplay you don't really need it.
- ★** Blast the Stage 1 revolving Gauntlet by waiting for the opening at the bottom of the rotation then scooting through and firing at the blue orb.
- ★** When you face the Double Keradrops at the end of Stage 1, stay at the left edge of the screen and concentrate your fire on the creature's mid-section, where it fires its power blasts at you.
- ★** Try to grab all the POWs in Stage 1 and survive the stage, so you can bring the Ground Laser unit and the Missile unit to Stage 2. In fact, consider replaying Stage 1, if you don't have them.
- ★** As soon as the snake-like Insuloo shows up in Stage 2, fly underneath it and let it coil around you. It can't hurt you that way.
- ★** To destroy the chambered Gomander at the end of Stage 2, you must shoot its eye. "Land" the R-9 right on the top of the creature be-

tween its two upright "tubes" to the left of the eye. It's a tight fit, but you can shoot the eye and avoid contact with the Insuloo that guards it.

 The Giant Battleship Crusair is tough. First blast the main engine and grab the two POWs that show up to get the Ground Laser unit, which you should connect to the front of the R-9. Use the Ground Laser to destroy gun turrets as you work your way underneath the Crusair. Destroy the pod and then knock out the four engines. Grab the red Ring Laser unit. Now, switch the Power Pod to the rear of the ship and fly up over the front of the Crusair. Try to grab the blue Laser Reflecting unit. In the midsection you'll see a pink piston with an eye. Wait for the blue pellets to spit out then drop down and shoot the eye.

-  In Stage 4 if you don't have a Power Pod powered-up, good luck. That makes nabbing the first POW essential. It flies at you a little above the center of the screen. Keep a Power Pod in front of you.
-  Grab every POW you can, but the blue Laser Reflecting unit near the end is essential in order to beat the Convira Organic Battleship. When you face the Convira, keep the Reflecting unit in front. When the ship divides into three sections, go for the green orbs.
-  Shoot Stage 5 Moora centipedes in the green spot on the head or the tail. You might have to shoot segments, too.
-  In Stage 5 when the three Jitter craft seem to block the entire screen, you can squeeze between the last two ships at the bottom.
-  Versus Stage 5's Helmate vessel, shoot the tentacloids off to reveal a robot underneath. Then shoot the red orb. The Ground Laser helps.
-  In Stage 6, keep a Power Pod on the rear of the R-9. Try to bring one with firepower from Stage 5; there's only one at the beginning of Stage 6. One pod isn't enough, if you want to blast the Transports.
-  The main Yashoo creature is to the right of the screen. Shoot its eyes. The other two creatures are guardians.

By Kemco-Seika
One Player



If bullet dodging, sneaking around, and gunning down terrorists are things that appeal to you, then *Rescue: The Embassy Mission* might be your kind of game. *Rescue: The Embassy Mission* puts you in the role of rescuer in a unnamed foreign city. Hostages have been taken at the US Embassy and have been held there for 11 days. Government negotiators have failed, so it's time to use a little force.

The game is split into three separate challenges: positioning your snipers, gunning down terrorists from your snipers' positions, and breaking into the embassy to finish the job. To position your snipers you must crawl, walk, and dive in and out of buildings on your way to a predetermined position on the map. You have three snipers to position, but you only need to place one successfully to continue in the game. Once you're in position, you'll view the Embassy through the snipers' gun sights and try to pick off the enemy as he appears in one of the many windows. When you've cleared out a side of the building, it's time to send in the rest of your team to flush out the remaining terrorists and rescue any hostages.

Rescue has three different difficulty levels; the higher the level the greater the number of searchlights and the quicker the enemy reacts. In each of the five missions you have less time to complete your task and the mission is more difficult.

If taking a job that requires you to kill or be killed is up your alley, *Rescue: The Embassy Mission* is for you. Or you could stroll through Central Park after midnight some time...but this is a far safer alternative!





Hot Pro Tips

On the easy setting, Lieutenant, and in the earlier missions, Training and Target, you do not have to aim your gun when you're inside the building, you simply have to outdraw them to succeed.

- ★ It's easier to start at the third floor and work your way down to the bottom. Your guys won't have to rappel down the building as far.
- ★ Get your snipers into position by moving in the same direction as a searchlight, keeping the light about two body lengths ahead of your man. Most searchlights (at least on the easier settings) travel a distance in one direction before sweeping back the other way.
- ★ When positioning your snipers, try for a building that you know you can get your man into safely. It's dangerous to try to move too far without ducking behind a wall or into a building. It's usually safe to move two or three buildings at a time.
- ★ Lowering a team member to a window requires patience. You must press Down then Up on the directional controller continuously until the man is in line with a window. You MUST switch quickly to Up after your man descends a few feet or else he'll fall.
- ★ When viewing the building through the sniper's gun sight, you can move more quickly from window to window by holding the B button as you press the directional controller.

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By *Sega of America*
One Player

Three peaceful years have passed since Joe Musashi reduced the evil crime syndicate Zeed to rubble. But now the peace is shattered. The evil masters of Zeed are back as Neo Zeed. They've assassi-

nated your sensei, murdered your comrades, and taken your bride to be, Naoko, hostage. You know what you must do.

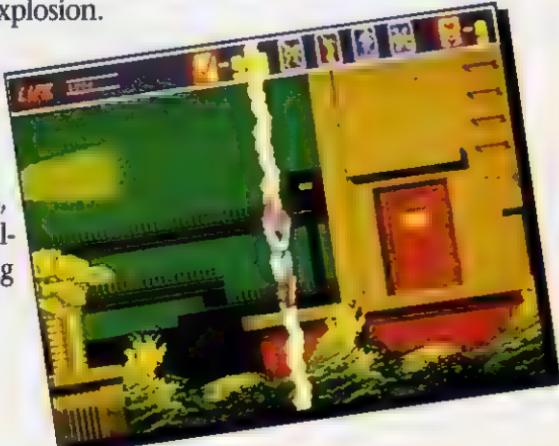
Take Joe on a mission to the heart of Neo Zeed headquarters. You'll wreak havoc through eight international districts including Tokyo, Detroit, and Los Angeles. Each district contains three fighting scenes.

As you start your quest you have a dagger and a cache of lethal Shuriken-throwing knives. And, of course, you're the master of Shinobi, the art of stealth. Throughout your vendetta, you'll find crates which hold essential items such as extra Shurikens, hearts for longer life, 1-Ups, Power Packs, and Ninja magic.

Your Ninja magic is the key to success. Use one of four Ninjitsu powers to help you in your blood quest. Call upon Ikazuchi, the Art of Thunder, to surround yourself with an invincible electric shield. Kariu, the Art of the Fire Dragon, envelopes you in a blazing column of fire. Fushin, the Art of Floating, enables you to do amazing jumps and somersaults. Mijin is the Art of Pulverizing; it's a desperate measure that takes your life as you become a devastating human explosion.

Your adversaries include warrior nuns, vicious kung fu masters, Motor City hitmen, and winged Ninjas. You'll even face celebrity opponents, Spiderman and Godzilla. Finally, the main event with the Big Boss is, well, pretty hairy.

This cart's a winner. How about you?





Hot Pro Tips

★ Surprise! Some crates hide bombs. Watch out!

★ To get unlimited Shurikens go to the Options screen and select 00 Shurikens, then wait about 15 seconds. The "00" changes to an infinity symbol (∞).

★ Here's a key Shuriken-tossing move that you should learn right off the bat – the "Rainbow Shot." Press the jump button and then press Up on the directional pad and hit jump again to somersault. Now, press B during the somersault and you'll hurl eight Shurikens at once. If you have unlimited Shurikens, this technique is devastating.

★ Always look for hidden 1-Ups and Power Packs in walls and floors.

★ In District 2, use the Jitsu of Fushin to traverse the water falls.

★ When your Life Bar runs low, use the Jitsu of Mijin. It takes a life, but it restores your energy and enables you to continue without starting over at the beginning of the level.

★ When you reach Round 3, the Cargo Jet, you can max out on 1-Ups. Head for the first elevator and go up. When you get to the upper level, go right. When you come to the second elevator go down and shoot the last box on the upper level. You'll get two 1-Ups. Now, let yourself die! You can repeat this move as many times as you want. The counter won't increase after nine, but you can still rack up lives.

★ If you didn't get enough lives in Round 3, there's a 2-Up in Round 4-2 that you can use to build an army of lives. At the beginning of the round walk to the edge of the pit, jump straight up, and make a Rainbow Shot. This exposes a 1-Up on the ledge across from the pit. Jump over to the other side of the ledge and then walk off the ledge to the left and grab the 1-Up as you fall off the screen. You lose one man, but you gain two.

★ Fushin, the Art of Floating, stays with you to the end of a scene even if you assume another jitsu.

 If you like to build up your score, simply finish any level with enough Shurikens to equal 11 times the number of lives you have remaining. You get 30,000 bonus points.

 Here's how to get through the final maze in Level 8-2. When you first enter the maze, move to your right and jump over the first circle door. Go down to the right into the little lower room and enter the next circle door you come to. Next, enter the circle door immediately to your right. As you do this, hold down Right on the directional pad, so you land on the ledge on the other side of the door without falling down into the pit. Now, move right and jump over the first circle door. When you reach the dead end, move left, crouch, and jump down through the small opening. Grab all of the special power-ups in this area, so you'll be able to beat Neo Zeed at the end of the game.

Go back up through the small opening. Head straight up, jumping from wooden platform to wooden platform. Keep going left until you can't go any further, then go up and to the right. There's a power-up hidden high above you in this room. Go right and enter the circle door on the far right.

Now, move to the right until you come to a wall. Jump up and over the wall through the small opening. As you go down the other side drop straight down along the edge of the wall, so you don't land in the door at the bottom. Jump over the door to the far right. Now you're between two crates. Move to the left, crouch down underneath all the walls. Go into the first circle door you come to past the rifle snipers. Finally, go left and battle the flying Ninjas. Take the far left bottom door, and you're out of the maze. Now, go get Zeed!

 During the final fight with Zeed, a cement slab slowly drops onto Naoko. To prevent her from being crushed, jam the slab's gear box with Shurikens. Use Fushin and the Rainbow Shot. Position yourself near the right wall and flip up so you're almost out the top of the screen. On your way down toss the Shurikens. Some hit Zeed, some go into the gears. You'll know you hit the gears if you hear the sound of creaking wood. Repeat this move. The slab continues moving after every few seconds, but you have enough time to off Zeed and save Naoko.



*By American Technos
One or Two Players (simultaneous)*

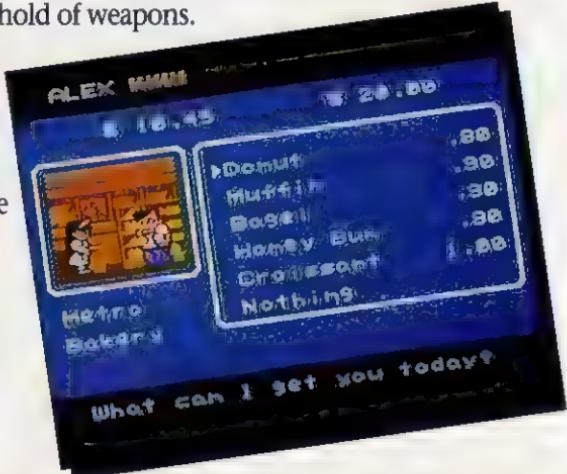
Something bad is going down in River City. Slick, the most powerful gang lord, has taken over River City High and is holding the students hostage. His gangs have the entire city in a grip of fear. But all is not lost.

Alex and Ryan, two tough teens who were lucky to be out the day Slick took over the school, can stop Slick and his evil plan. All it will take is some fancy fighting, some luck, and plenty of food (as well as vitamins, special books, shoes, and some powerful magic items).

River City Ransom is not your typical "buddy" fighting game. Sure, there's plenty of cool moves, and teamwork will definitely help you progress. But a detailed role-playing element has been added to the game – you can improve Alex's and Ryan's abilities by purchasing food and other items at the shopping malls you come upon in your journeys. And if you want to succeed, you have to build up your characters so they can fight at a higher level.

Many of the enemies in River City Ransom look the same. The difference is in their fighting styles. The Frat Guys are wimps who will run from a fight unless they have a weapon. The Jocks use running techniques and jumping to defeat you. The Cowboys, one of the gangs in the high school, are demons when they get a hold of weapons.

You'll find plenty of action down in River City. You've got to fight your way from one part of town to the next, taking time to do a little shopping. It's tougher than a one-week detention!





Hot ProTips

★ To earn plenty of money early in the game, defeat Moose and his gang outside the Waterfront Mall.

After defeating them, enter the mall, then quickly exit. You get to fight Moose another time (and earn more cash).

- ★ The first zombie, Blade, is waiting for you in Sherman Park once you've defeated his henchman, Rocko, in the WSL Co. Warehouse. To beat Blade, hit him with the chain repeatedly. Blade is quick, so don't give him a chance to fight back.**
- ★ Keep track of the effects of the various foods and items you buy in the malls. You'll progress more quickly if you know exactly what item will get you ready for your next big battle.**
- ★ Save your money to purchase Acro Circus, Stone Hands, and Drag-on Feet from the bookstore at the Grotto Mall. USE the books to acquire these fighting techniques. You'll be a real powerhouse!**
- ★ Use Acro Circus to earn lots of money fighting against the twins, Benny and Clyde. Change the message speed to SLOW, then take a quick run at the twins and tumble into them. If you have enough power, it only takes one hit to do them in.**
- ★ You're safer when you fight standing above your enemies on a ledge or a pipe. It makes it easy to hit them and hard for them to hit you.**
- ★ Attack the Zombies and Territory Bosses while they're talking to you.**
- ★ Get by gang members without a fight at the Capital Ave. Bridge by jumping up on the wall and moving across the bridge. The thugs won't be able to touch you!**
- ★ The best Take-Out item for rebuilding your stamina is the Karma Jolt, available at the Pharmacy.**

- ★ In the Armstrong Thru-way there is a hidden shop. Merlin's Mystery Shop is where you can purchase Excaliber, Zeus' Wand, Rodan Wing, Gold Medal, or an Isis Scroll. To find Merlin's Mystery Shop, go to the fourth light on the wall and walk towards the wall. The door will open for you. Better bring lots of cash if you want to buy anything.
- ★ Become a hit-and-run specialist. Whenever there's a wall that you can jump onto, do it. Walk along the wall until you're above a couple of enemies, then pounce on them! You can usually stun them instantly without taking any damage.
- ★ In the High School, get to the top of the gymnasium by jumping off the high balance beam onto the second basketball net. From there, it's an easy jump to the top.



Passwords for Alex

Start game with \$122.00, 30 in all attributes, and 99 ST.

EM7KGAØDBDh

WcEtZhSQjTZ

fUXYofbaZ7N

With Acro Circus and Lightning Feet

qJilzØgySUq

ryh3ØfsRuek

qfijzqmsnUY

With Acro Circus, Dragon Feet, Stone Hands, Fatal Steps and Javelin Man, plus \$60.00

yFl43Lo3kUu

aHR3gfsReru

efqjzqicnOY

Continued on next page

With abilities on previous page and \$114.00

2B5zJGuNsYu

mz5yAbodavq

SbWfvmmYjjU

After acquiring sneakers and Excaliber

zA'c2INrXNVr

bjx2jYtQdop

dB'riyphdg7X

After acquiring Rodan Wing

89BTPUSVQSØ

Ypm5GduXAVs

YAul1sØelEa

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*By Data East
One Player*

As a dedicated police officer you gave your life to the citizens of Old Detroit – to “serve and protect.” Now, you’re dead, and they still need you. In Robocop you’re a pistol-packing cyborg police officer, part man, mostly machine.

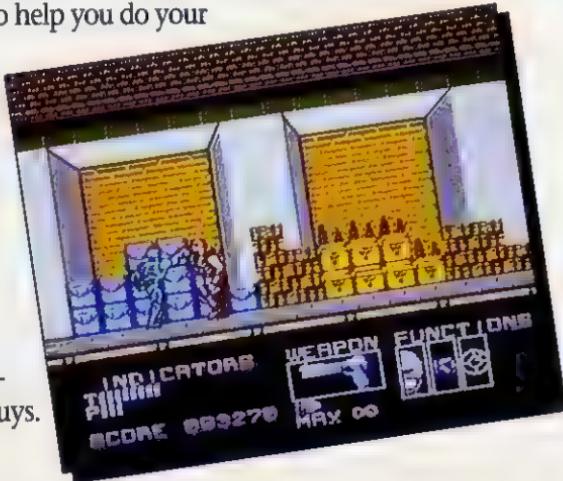
Old Detroit’s a mess; you’re out to clean it up in six action-packed stages. First, you sweep the creeps from the streets. In City Hall you face a sticky hostage crisis. Next you clean out a narcotics factory in a furious shootout. Then, you chase the villainous Dick Jones through O.C.P. (the company that built you). It’s a multi-level gunfight in the Steelworks as a slimy gang tries to turn you into scrap iron. The final showdown with your robot rival ED 209 takes place in the O.C.P. Boardroom.

Your adversaries throw everything they’ve got at you – and even though you’ve got a metal hide, it hurts! You face flamethrowers, machine guns, recoilless rifles, and grenades. High-tech foes include vicious robots and assorted mechanical traps.

Fortunately, you’re well-equipped. Your basic weapon is the Auto-9 pistol, but during your forays you find a Machine Gun and a Cobra Gun. If you run out of ammo, however, you can bash your enemies with a fistful of metal.

Since you’re primarily a walking mass of circuits and metal, you can monitor several electronic sensors to help you do your duty. Your Infrared Vision monitor blinks when it finds a hidden door. The Punch meter indicates that you can defeat your foe with your fists to save ammo. The Foe Detector helps you track down the boss villains in each level.

Robocop is no mindless monster. It’ll take his smarts – and yours – to bust the bad guys.

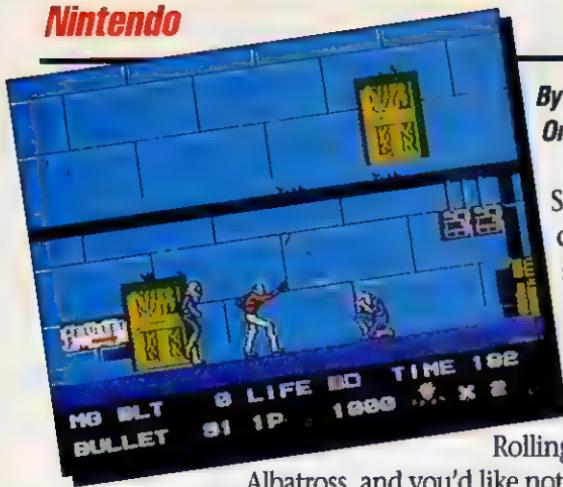




HOT PRO TIPS

To eliminate the flamethrower dudes in Level 2, shoot them from directly underneath. You can hit them from an angle but they always reappear.

- ★ The Mad Bomber tries to blast you, but he has to score a direct hit to do damage. Walk through blasts on the ground.
- ★ To beat the gangster holding the mayor hostage at the end of Level 2, first kneel down so he can't hit you. Then, shoot him as he moves the hostage aside to shoot you.
- ★ When you get to the target shoot in the Bonus Stage, look for target groups in left-to-right groups for fast lateral movement.
- ★ You'll find the Cobra Gun in Level 3, save it for the villainous Clarence Bodddicker waiting for you at the end of the level.
- ★ If your Energy is low after you've defeated the Level 4 boss creature, don't celebrate until he leaves the screen. Moving around might waste your remaining energy and you'll die, even though you've won.
- ★ To incapacitate the crane in Level 5, you need the Cobra Gun.
- ★ In Level 6, you face another ED209. Shoot it when it turns green. It takes two lives to defeat it.
- ★ To beat the Pulse Cannon in Level 6 that fires blue guided missiles at you, position yourself above the "A" indicators. Your shots can hit the cannon, but its missiles won't hit you.
- ★ Once you've used up your three continues, hold down Buttons A, B, Select, and Start simultaneously. You'll jump to the main title screen with "Robocop" in large letters. Move the cursor to "Continue" and you're back to the last level you completed.



*By Tengen
One Player*

Secret agent Leila went undercover to uncover the diabolical schemes of Mabu, leader of the Evil Society. She hasn't been heard from since. You're top cop at the secret international police organization,

Rolling Thunder. Your codename is

Albatross, and you'd like nothing better than to be that – around Mabu's neck – but first you must find Leila.

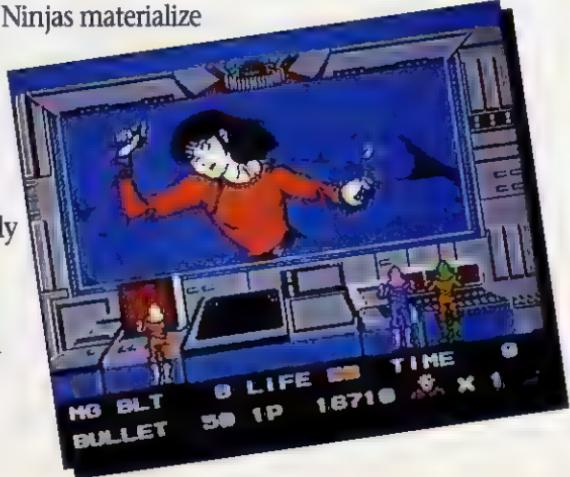
Rolling Thunder is a classic run-and-gun adventure cart that holds up excellently against newer and snazzier-looking counterparts.

This action-packed cart's divided into four "Stories," five levels each. The non-stop combat takes place inside the Evil Society's headquarters. There are a few booby traps, but the real challenge is the massive Evil Society army. This cart isn't for the impatient. You get only two Life points, limited ammo, and three continues per level. You gotta admire Tengen's notion of fair odds.

As you blast your way through the enemy headquarters you'll come across innumerable doors. The ones marked "Bullets" and "Arms" have obvious benefits. The unmarked doors are basically good places to hide from trouble.

Your primary adversaries are hooded thugs who use either pistols or punches to do you in. Since they're all color-coded you'll learn to recognize their attack strategies. But just when you think you've got the hoods down, out come the deadly reserves. Ninjas materialize from nowhere. Gruesome animal creatures – ape-men, human-faced bats, and black panthers – put the bite on you. Flamer sizzles, and when you finally shoot him, he really burns you up.

This is a gunfighter's gunfighter. Few shoot-em-ups can steal RT's thunder.





Hot Pro tips

★ If the action gets hairy, hide behind a door by holding down Up. Release it when you're ready to pop out.

★ You can spin around and shoot from a crouch without standing up. Remain kneeling and press the directional pad in the direction opposite to the one you're facing. Press B twice and you spin around and fire.

- ★** Sometimes exiting a screen and replaying it is the best strategy. Characters usually reposition themselves, which sometimes gives you a better shot.
- ★** You can usually leap straight down from the top step of stairways instead of walking down by pressing Down and hitting A.
- ★** Check the door to the left of marked doors. Sometimes you'll get extra time.
- ★** Conserve machine gun bullets by firing single shots or short bursts. Even for guards who require two shots to defeat you usually have to fire twice anyway.
- ★** Grenades must land directly on you to do any damage.
- ★** The closer you get to guards that shoot from behind objects the better.
- ★** Crouch and shoot ape-men quickly before they leap at you. Wait for bats to swoop down at you, then blast them. If you don't shoot Black Panthers as they slink towards you, wait for them to leap and time your shot. Be sure to stand far enough away so they can't reach you. The machine gun helps with all the animals.
- ★** After you shoot Flamer, keep shooting the tiny flame balls. They'll fly at you; however, if they miss you they don't come back.



This one's tough. Here are codes to play all the levels beginning with the end of Story 1 (you can get that far, can't you?):

| <i>Story Level</i> | | |
|--------------------|---|----|
| 1450064 | 1 | 5 |
| 8511502 | 2 | 6 |
| 6609809 | 2 | 7 |
| 6127306 | 2 | 8 |
| 3495242 | 2 | 9 |
| 6765136 | 2 | 10 |
| 6692956 | 3 | 1 |
| 4516110 | 3 | 2 |
| 6396857 | 3 | 3 |
| 4249741 | 3 | 4 |
| 6916079 | 3 | 5 |
| 7236972 | 4 | 6 |
| 8774494 | 4 | 7 |
| 2205789 | 4 | 8 |
| 6252184 | 4 | 9 |
| 6983701 | 4 | 10 |

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one-player fantasy adventure game where you must use your mind rather than your control pad skills to win.

What separates Shadowgate from other NES adventure games is the unique way you control your player's actions. The NES control pad functions like an Apple Macintosh mouse; you move a pointer arrow anywhere on the game screen with the directional controller and select something by pressing Button A.

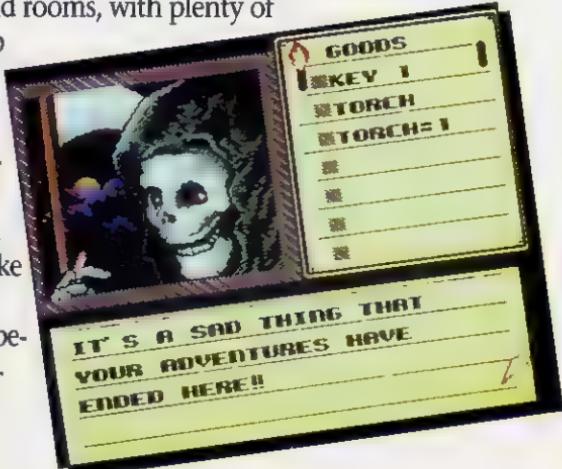
Your goal in this adventure is to prevent the evil Warlock Lord from raising the hideous Behemoth from the depths of Hades. However, you can't reach the Warlock by hacking and slashing through Castle Shadowgate; you must use logic, memory, and ingenuity if you hope to succeed.

Shadowgate is a series of puzzles wrapped within the grey, cold walls of a medieval castle. Since there is no single correct way to solve the game, you may find yourself having to backtrack to the beginning sections of the castle to get an object that is essential for victory. Castle Shadowgate is a complex series of passages and rooms, with plenty of secret doors and traps to keep the most experienced adventurer on his or her toes.

Shadowgate is another fantasy adventure game taken from the computer world and redesigned for your NES. Unlike most adventure games, Shadowgate requires you to think before you hack. Brains will conquer this castle, not brawn!

*By Kemco-Seika
One Player*

"The last thing that you remember is standing before the Wizard Lakmir as he waved his hands. Now you find yourself staring at an entryway which lies at the edge of a forest." So begins your journey into Shadowgate,





HOT TIPS!

★ Pay close attention to your Torches. Torches that are about to go out look different from those that

are freshly lit. Keep two Torches lit at all times. If one goes out, you won't be in the dark. Take every Torch you find in the castle – you'll need them all.

- ★** If you want to learn magic spells to help you in your quest, read everything that's readable.
- ★** You have a limited time to find and defeat the Warlock. The Warlock makes appearances throughout the game (in ghost form). Consider each appearance a warning. A half dozen warnings or so and it's curtains.
- ★** All existing doors aren't immediately apparent. Look for secret passages.
- ★** Before entering the castle, check the skull over the door.
- ★** The Chasm Area – The easiest way to cross the weak rope bridge is to use the Potion described as "incredibly light."
- ★** The Spectre – Defeat the Spectre (over the stone bridge) by using the special Torch found in one of the beginning rooms. This Torch is listed separately from the other Torches on your item list.
- ★** The Fire Room – Don't pay the Troll guard a toll, just "stick" it to him with the Spear. The second time you see him this trick won't work. You must use the "Humana" spell to sneak by.
- ★** The Left-Hand Tower – Holy Water kills the Hellhound. This liquid is also handy if any Vampires are lurking nearby. You can find Holy Water in a secret compartment under a stone in the laboratory floor.
- ★** The Lake Area – There is a cave behind the waterfall. Make sure you explore it. Cross the lake to get the Key from the Skeleton – but

don't swim across! Use the Crystal Orb (acquired by placing the White Gem in the hole in the Pedestal Room) to freeze the lake. Don't forget to take the Orb back when you're done; you'll need it again.

- ★ The King's Throne Room – To get by the King's Throne Room, you'll need two things: a special Ring and a Sceptre. You'll find the ring in the garden. Give the King the Sceptre (found in the crypt – the Sceptre is inside a mummy in one of the coffins), put the Ring in the slot in the wall, and you'll open up a passage that enables you to continue on your way.
- ★ The Flute in the Fountain – To get the Flute in the Fountain, you'll need a Gauntlet on your hand. Find the Gauntlet in the well (in the bucket) in the courtyard where the Cyclops is. Put on the Gauntlet and take the Flute from the Fountain.
- ★ The Room of Flames – Remember the Crystal Orb? Hopefully you kept it after you used it to freeze the lake. Toss this Orb into the fire to get rid of the flames. Make sure you're wearing the Cloak found in the room with the Spectre so you can get into the room to toss the Orb.
- ★ The Room of Mirrors – The middle mirror holds the door to continue on your quest. Break the mirror with the Hammer (found in the room with the fire-breathing Dragon).
- ★ The Balcony – Put the Iron Rod (found in the observatory) in the pole stand. This nets you the Wand. Use the Wand in the room with the Snake Statue (over the rope bridge). Be sure to grab the bag of coins on the balcony before heading back to the Snake.
- ★ The Courtyard – The Cyclops here is one tough customer, but can be slain if you think like a "David." Put a stone in the Sling (found in the closet in the opening hallway). Use the Sling on the Cyclops for some "giant" results!

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*By American Sammy
One or Two Players (simultaneous)*

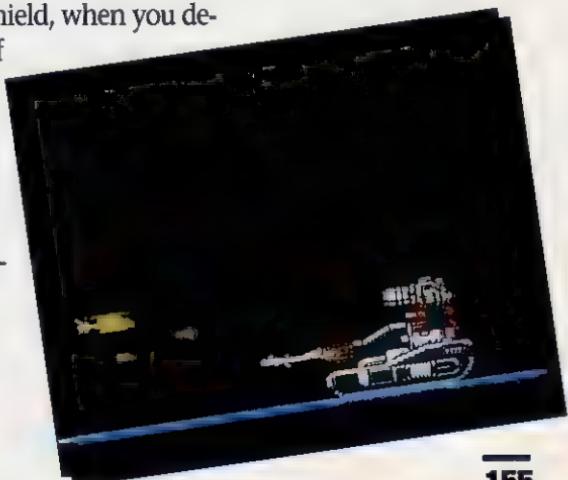
Man has developed the ultimate weapon, MHC2, but something has gone terribly wrong. It seems that MHC2's artificial brain has changed its programming and turned our own weapons against us.

You have been chosen to lead a special team whose mission, code name "Silkworm," is to destroy MHC2.

Of course MHC2 isn't just going to roll over and play dead. It's a fight to the finish, but what would you expect from a computer that has issued the ultimatum, "Surrender! Worship me as your god or DIE!" In order to protect its position MHC2 is sending seven waves of enemy forces to get you. You'll have to battle planes, tanks, missiles, robots – everything but the kitchen sink.

Each of the seven horizontal stages is packed with non-stop shooting action. You can go solo on your mission, but Silkworm especially shines as a simultaneous two-player adventure. Choose your attack vehicle – either a G-Cobra Attack Helicopter or a B-Panther Interceptor Jeep. Each of the vehicles has different strengths and weaknesses. If you take on this mission as a team, one of you is the Helicopter while the other is the Jeep. The challenge is to effectively use your vehicle's strengths and protect your partner's weaknesses.

Fortunately, you can earn special added weapons such as Twin Shot, Turbo Fire, and a protective Shield, when you destroy some of your enemies. If you succeed in flying or driving right, you'll battle it out with MHC2 itself in a final confrontation. Will you succeed or fail? Either way it's tear-your-hair-out, hang-onto-the-edge-of-the-couch action.





Hot ProTips

★ The Helicopter has more mobility since it's able to move around the entire screen. It shoots

straight ahead as well as at an angle toward the ground.

- ★ The Jeep can jump a little, but it's basically a landlubber. Its strength is in its ability to shoot in all directions. If you adjust the Jeep's gun turret to a forward diagonal and shoot rapidly, you'll mow down almost all of your enemies in the sky.
- ★ Remember that Silkworm and Venom missiles are indestructible – they'll destroy you in a flash if they hit you! Both vehicles can avoid the missiles by staying low to the ground.
- ★ The Jeep can shoot out flat ground targets. When you come to the land mines aim your gun forward, and jump and fire at the same time. You'll be able to grab land mine invincibility shields with no problems!
- ★ When the MH and C2 Snakehead attacks, concentrate your fire on the white vehicle. If you shoot it enough times, it explodes and you'll receive two power-up items instead of one! If you've already grabbed the Twin Shot and the Turbo Card, you'll get two 10,000-point bonuses! Once the Snakehead has formed you'll have to shoot it in the neck to destroy it!
- ★ In Wave Two there are two land enemies called Multiguns, which fire fans of missiles into the sky. The Helicopter cannot destroy the Multigun. The only defense is to dodge its missiles. The easiest way is to move into the far upper-right corner of the screen. By the time the missiles reach this part of the screen they've spread apart and are easier to avoid. In a two-player game this isn't a problem because the Jeep can destroy the Multigun, and the Multigun can't damage the Jeep.

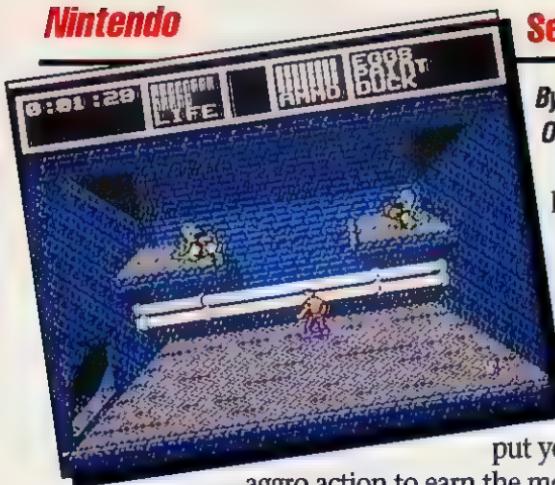
- ★ Wave Three is packed with enemy vehicles, and the landscape makes small missile fire difficult to see. If you're the Jeep, don't worry about the walking Robots. If you don't destroy them, you'll find you can just drive right through them without any damage! Both the Jeep and the Helicopter can destroy the little Stinger heli's but not the Transport Helicopter they come out of. Just keep blasting the Stingers until you can get safely around the Transport heli.
- ★ The Jeep has to get past a large pillar in the middle of Wave 4. Blast the different sections one by one and you'll knock the blocks off of the pillar and blow it up.
- ★ When you reach Wave 5 you'll encounter C2 Streaker planes. These fly fast and look like Silkworm missiles. The big difference is that you can destroy them! In fact, if you're flying or driving low, keep shooting forward on this level because the planes fly lower than the missiles and can destroy you.
- ★ It's nighttime in Wave 6! This makes it harder to see missile fire. You'll also discover that more enemy vehicles attack from the left of the screen, so it's not as safe to hang back to the left as on the previous levels. The floating grey orbs, Antigrav Mines, don't shoot, but blow you up if you run into them. You can destroy them with repeated gunfire. There's lots of missile fire on this level.
- ★ You earn an extra vehicle at 50,000 points. Also, you can continue your game twice.

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Skate or Die 2: The Search for Double Trouble

By Electronic Arts

One Player



put your wheels to four levels of aggro action to earn the money and secure the building permit you need to build another ramp.

Unlike Skate or Die, which focuses on the pure thrills of skating, S or D 2 is four parts adventure and one part straight skating. The aggro horizontally scrolling action is strictly shoot, scoot, and grab the loot. But for hardcore skaters there's a monster double ramp, Double Trouble, where you can pull awesome airborne stunts strictly for bragging rights.

Your adventure begins on the Street where you cruise crowded concrete, plumb the sewers, and explore warehouses. You run into Fuzzheads, Pit-bulls, and Punchy Gators, but you really need your non-lethal Paint Gun, Eggs, and M-80 Cherry Bombs to give the Mayor's Wife some payback. Next, you weave through Zombie Shoppers and Skate Bums at a two-story mall as a wheelin' dealin', but on-time delivery boy. Then you speed along a gnarly boardwalk to retrieve 16 pages of ramp blueprints. Look out for Crunchy Crabs, Mad Gulls, and dangerous Skater Girls. Finally, jam to a multi-level warehouse where you gotta' dodge Icepick's goons, nab the permit, and find your friend, CJ.

If you want to rule, you need the fuel. Stock up on Tacos, Chili Fries, Tapes, and CDs, which you trade for better boards and cool moves.

You don't have to be a die-hard sidewalk surfer to get into Skate or Die 2; however, there's a whole lotta' skatin' goin' on!



**Hot ProTips**

★ You can use any combination of three moves and weapons at a time. And, you can switch boards whenever you want.

- ★ The M-80s are best against Punchy Gators.
- ★ Since 16 lives is the max and Smiley Faces restore eight lives, try to wait until you have eight lives remaining to nab Happy Faces. If lives aren't critical, just remember their locations so you can find them later.
- ★ Get the Rocket board before you leave Level 1. It's the best all-around slab.
- ★ Rodney and Lester only show up in Levels 1 and 2 so stock up on stuff when you can!
- ★ As soon as you begin the game, quickly grab the first two items you see and then move to the bottom of the screen. Rodney appears to offer you your first board upgrade.
- ★ In Level 2, it helps to know the Mall layout. Till you get good, make a list of stores.
- ★ The Mall has three relatively safe "lanes" you can ride. The first is at the bottom of the screen. The second is in the middle of the screen across the planters. The third (the quickest, but the trickiest) is along the front of the stores.
- ★ When Officer Renckley grabs you, stay chilled. Sometimes he takes you close to your next delivery.
- ★ When traffic gets intense, duck into some place and everybody (or thing) disappears when you come back out. On Level 1 it's sewers and buildings. On Level 2 it's any store.

- ★ For Levels 2 and 3 there's an indicator in the middle of the status bar that counts down deliveries and pages.
- ★ No extra lives on Level 3's Boardwalk. Skate straight!
- ★ On Level 3, wait for the breeze to blow pages from hard to reach places.
- ★ If items get stuck to the side of an obstacle, you can't grab them.
- ★ Jump up and stomp the Crunchy Crabs.
- ★ The Skater Girls look innocent, but they're the worst Level 4 adversaries.
- ★ The Duck Shoot is a great Level 4 move, but you can only buy it on either Level 1 or 3.
- ★ The Mad Gulls can rip off more than one life point. Turn up the volume, you can hear them coming.
- ★ Eventually the breeze blows hard-to-reach pages onto the path.
- ★ On Level 4 the Paint Gun is the weapon of choice, but snatch Paint Clips that appear on railings very carefully or you lose a life.
- ★ Level 4 is full of Smiley Faces. Find 'em; you'll need 'em.
- ★ Icepick's gangsters skate around a lot as they try to blast you, but one shot does them in. Find a spot where they cross your path, stand still, and time your shot.

Skate or Die 2: The Search for Double Trouble is a trademark of Electronic Arts, © 1990 Electronic Arts.

*By Ultra
One Player*

Snake's Revenge is the high-powered sequel to Metal Gear and, for the most part, MG vets will find it familiar territory. The crazy Colonel Vermon CaTaffey has found asylum with the Higharolla

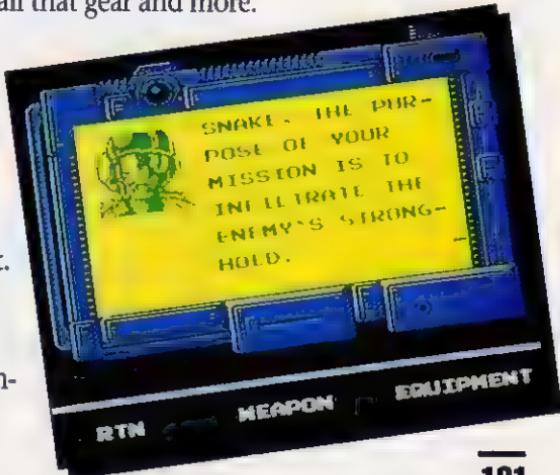
Kockamamie (eight-time winner of the Merciless Man of the Year Award). Now you must save the world from Kockamamie terrorists.

As Snake, you must secure weapons, equipment, rations, and eight pass cards in order to punch, stab, shoot, and blast your way through eight deadly locales. At game's start, a Stealth chopper drops the team off at a jungle landing zone. Work your way through the underbrush to Fortress Fanatic, climb aboard the Battleship, high step mines in the Enemy Camp, ride a murderous train, take a terror-filled trip on an elevated tram. Finally, you wind up at two death-dealing castles. Survive and you face the Higharolla's Ultra-Sheik tank.

To get anywhere in this cart, you must master your arsenal. Keep your eyes open and you'll become a walking Army surplus store as you find a submachine gun, a shotgun, grenades, Claymore mines, and even guided missiles. You'll also come across special items such as truth gas, scuba tanks, a mine detector, infrared goggles, and body armor. Whew! It's a load, but you're gonna need all that gear and more.

Stealth is the key to success. The Kockamamie's forces use searchlights, electronic intruder detectors, remote cameras, booby traps, and an interminable army of guards to try to ferret you out.

Okay, hotshots, we're talking serious sequel here. But only heavy-duty Snake charmers need apply.





Hot ProTips

★ Don't be a lone wolf. Communicate with your team or you'll never make it.

★ Whenever you find supplies such as rations or ammo, stock up. Take the item, exit the screen, and then return immediately. More supplies appear. The same trick works on guards who relinquish supplies.

- ★ It's critical that you learn to grab extra rations and ammo from the guards. Sneak up on them and punch three times. To hit up the same guard for more supplies, exit the screen and return.
- ★ The silencer keeps things quiet. Look for it by the truck after you've entered Fortress Fanatic and found your way back out again.
- ★ True to his name, Snake's fast enough to dodge enemy bullets and tough enough to survive several shots (although his life line shrinks). Remember: He who fights and runs away lives to fight another day.
- ★ When firefights get intense, don't panic. Press Start to pause, or hit Select to pause and swap weapons or recharge your life line with rations.
- ★ If you set off an alarm, you must knock off every guard that appears onscreen to turn it off.
- ★ Snake can run by guards as long as they aren't looking directly at him.
- ★ To beat the robots at the end of Fortress Fanatic, you need to stock up on lives by beating up a guard. Then use grenades on the 'bots and remember to restore your life. The machine gun works, too, but it takes a long time.
- ★ Use grenades to defeat "John" in the train. You need at least four rations also, and you must constantly monitor your life meter to survive his attack.

★ Here's how to get past the two pitfalls outside of the room with Card Key 7. Set off the alarm on the board and then go back along the left wall. The grenade-throwing soldiers appear. Put on the body armor, get hit by one grenade, and then quickly run past the pitfalls while you're invincible.

Passwords

The 1st level of Fortress Fanatic with: handgun (50), machine gun (50), grenade (7), explosive (7), food (3), truth gas (1), oxygen tank (1), Card 1 & 2, silencer, rank (2 Star)

99DP Q!3N G4!!! PHNR
7.72 YN6T 46RY 65

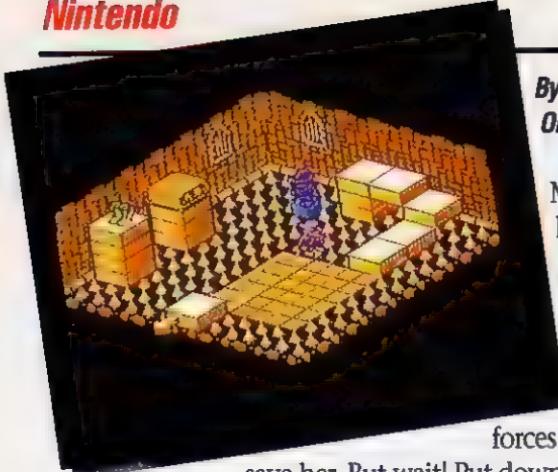
(Note: When you reach G4!!! the last two !'s are the double !'s.)

At the trains with: handgun (75), machine gun (75), missile (10), grenade (10), flare (7), explosive (10), food (4), truth gas (2), oxygen tank (2), mine detector, battery, silencer, Card 1,2,3

JQ6J -XZV 6B.. PJ3Y
W37W !3..!! 8XZM 3G

(Note: When you reach !3..!! the last two !'s are the double !'s.)

By CSG Imagesoft
One Player



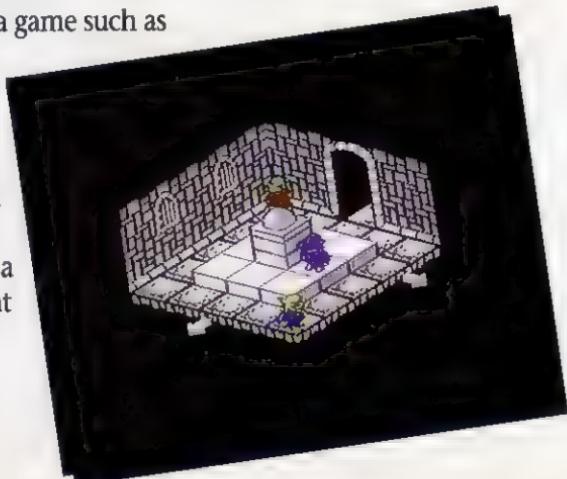
Morbius the Malevolent is holed up in the fearsome fortress of Kästleröck on the evening of the winter solstice. He has kidnapped the Princess Eleanor of Arcadia and will sacrifice her to the forces of darkness unless you can

save her. But wait! Put down your sword. You can't slash and hack your way to her side. This rescue requires strategy and intelligence.

Solstice is a non-violent puzzle-adventure, where every room is its own challenge. And there are over 250 rooms you have to explore to complete the quest, so it isn't easy. You are Shadax, an old sorcerer determined to find the six pieces of the powerful Staff of Demnos. With the staff you can save the Princess and end Morbius' insane quest for power. Morbius is presently searching the kingdom for the same staff, the one item powerful enough to overthrow him. Little does he know, the pieces are hidden within his very own castle!

You are armed with four magic potions, each granting you a power within the room where the potion is used. You can become invincible, destroy all moving objects, freeze moving objects, or see items that are invisible by taking a dose of the proper potion. You begin with two doses of each potion, but you can find more within Kästleröck.

It is difficult to categorize a game such as Solstice. It's an adventure, but there's no fighting. It's a puzzle, yet you control a moving creature. Perhaps Solstice should just be placed in its own category for completely original carts that are a lot of fun, because that's what Solstice is.





Hot Tips

Getting the First Magic Key (in order to get the Magic Boots): The first thing you must do is go up

the three-step stairs in the first room.

This puts you in a gold room with one other door. Go out the other door and you're in a room with two trolls. Head out the door by the red and yellow troll and you're in another gold room, with an ornament in the middle and one other door to your left. Go out the left door and you're in a large room with two trolls marching around a large, flat square block that occupies most of the room except where the trolls are marching. Jump up on the block and move across it and out the door on the other side. The next room is gold. It has a couple of blocks in it and two objects that you can pick up. Move out the door on the other side of the room. Next is a brownish-golden room with two pillars and two other doors. Move straight across the room and out the door with the stepping block right in front of it. This puts you in the room with the first Magic Key.

Getting the Magic Boots: The room with the Magic Boots contains a troll, a treadmill, a green movable block, and of course, the Boots. The troll and the green block are your tickets to getting the Boots. Jump on top of the green block and pick it up. Carry it up the blocks on the eastern side of the room. Wait for the troll to pass beneath you and put the green block on his head. You may now jump on top of the green block when he passes by again and hitch a ride with him over to the treadmill. The treadmill is on and heading towards the Boots, so be careful when you jump on it. You'll have to jump off right away.

Some rooms contain hidden items that only appear if you have a Magic Key. The Magic Key is essential if you are to complete all rooms.

- ★ If you find a token in one of the rooms, grab it! It enables you to continue from where you found it when you lose all your lives.
- ★ It's a good idea to get the Elven Boots early in the game. The Boots let Shadax jump two blocks high rather than one – essential in order to get into many of the rooms in Kästleröck.
- ★ Every time you exit and reenter a room, it resets. If you try to do something in a room and lose something crucial (like a temporary block), exit the room and try it again.

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*By Capcom
One Player*

Could you kill a friend in the name of world peace? That's the dilemma facing Hiryu the Strider.

The Striders are a top secret organization sworn to combat terrorism by what-

ever means necessary. Hiryu's friend and fellow Strider, Kain, is missing. Matic, head Strider, fears that Kain is captive of the sinister Red Dragon organization and under the control of their evil ZAIN mindcontrol device. Hiryu's mission: Kill Kain.

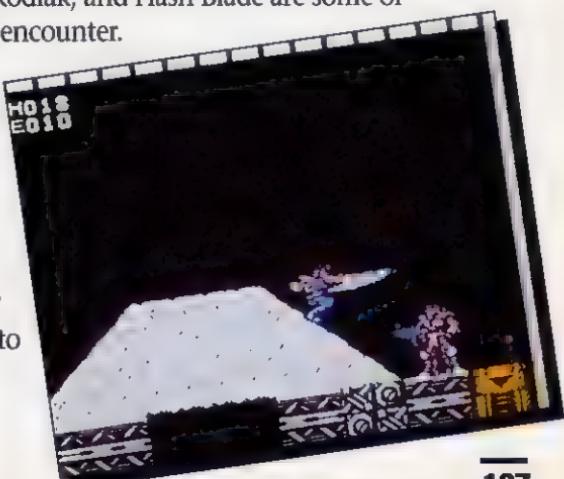
Strider is a hack-and-slash adventure that requires brains as well as brawn. As Hiryu, you must find six data files and five keys in order to rescue Kain and track down the Red Dragon leader. Your quest takes you to seven exotic locales – Kazakh, Egypt, Japan, China, Africa, Los Angeles (it's pretty exotic), Australia, and ultimately to Red Dragon headquarters.

Each area is a complex maze packed with traps and formidable adversaries. The game scrolls horizontally, and the action moves 360 degrees. The challenging twist here is that you can't complete one country without first finding an item in another. For example, you can't retrieve all the info in Kazakh until you find a key in Egypt.

Strider helped set the standard for video fighting. Red Dragon soldiers pop-up everywhere. Badger, Kodiak, and Flash Blade are some of the more deadly cut-ups you encounter.

As Hiryu, you hold your own with the Cipher, a powerful high-tech sword. If you progress, you can earn a devastating Plasma Arrow and nine tricks such as Fire blasts, Spark Balls, and Super Jumps.

Hiryu doesn't know what to do. Do you?





Hot ProTips

★ Hiryu can stand on a ledge with just one foot. That helps you negotiate some obstacles and slash certain enemies.

- ★ Learning the difficult Triangle Jump is critical. Try jumping up and into a wall and then rapidly pressing A as you rock Left and Right back and forth. Keep it up till you make the jump. It's tough; body english helps relieve the stress.
- ★ Inside the Egyptian pyramid you must get the Aqua Boots in order to reach Key 2. At the top of the stairs above door S2 you can go left or up and to the right. Right eventually leads to the Boots. Left takes you to the Commander and the Key.
- ★ When you get Key 2, return to Kazakh to find Kain. Just before you find him, though, you encounter the "Motorcycle Maniac;" defeat him by jumping over him and slashing him from behind.
- ★ When you reach Japan drop down the tube at the beginning of the level. Now, left takes you to the Plasma Arrow; right nets you Medical, Spark, Jump, and Disk 4.
- ★ In Japan when the bird creatures attack you, move immediately to the outside; they fire to the middle of the screen. You fight them twice.
- ★ In China the best way to begin is to run right, ignore the elevators, and jump into the pit. Continue right into the caverns and up the stone slopes. At the top find the elevator near the right side of the screen and you'll find the Magnet Boots.
- ★ Once you get the Magnet Boots in China, you need Key 4 in order to find the Attack Boots. It's back in Kazakh. Return to Kazakh, go to the red wall, climb it to find Key 4, and transfer back to China to find the Attack Boots.

-  In Africa you can stand under moving platforms and jump straight up through them to land on them.
-  To get to Los Angeles you must read Data File #6.
-  When you get to L.A., after you duck the moving spike walls, take the third elevator.
-  Use Fire to burst the Dome at the end of L.A.
-  There's a secret tunnel from Australia to Africa. You need Key 5 to enter. This route eventually leads to Red Dragon headquarters.
-  If you get stuck in the long spiked pit at the beginning of Australia, quickly use the Jump trick before you lose all your Health energy.
-  Flash Blade is one of the toughest Red Dragon HQ foes. Run to the center of the room and jump. Flash Blade jumps as well. Slash with the Cipher. If you hit him, he turns into a whirlwind. Avoid contact by jumping over him when he comes at you. He returns to human form in a few seconds. Now, when he jumps move underneath him, point the Cipher up and jump. Repeat this move until you beat him.

Continued on next page.



**Kazakh, Egypt, Australia, Slide, Aqua Boots, Data File 1 &2;
Key 1**

BCJB JBNB NBIB

The above plus Fire, Key 2

CEOCC KCOC OCMC

**The above plus Japan, China; Plasma Arrow, Magnet Boots,
Medical (10), Spark, Jump, Data File 3 & 4**

HLDJ DIGH GHGH

The above plus Key 4

HLEJ DIGH GHHH

**The above plus Africa, Attack Boots, Warp, Ground, Medical
(25), Data File 5 & 6, Key 3**

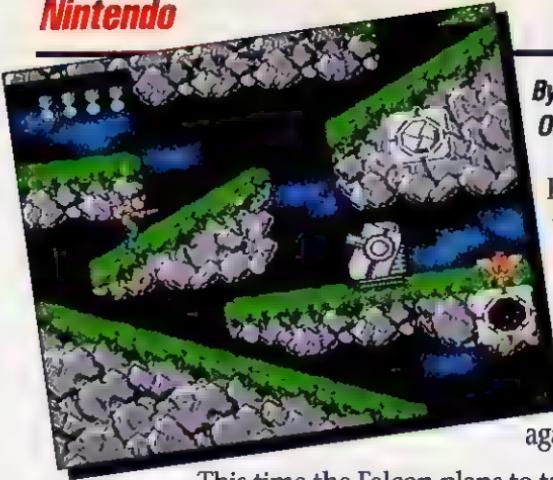
OFNA MPNK NGMO

The above plus Los Angeles, Spark Ball, Key 5

BJAP PEAN ANOB

**The above plus Red Dragon Headquarters; Spark Ball, Medi-
cal 30; but minus Attack Boots.**

DMCC PGCP CPMD

By Konami

One or Two Players (simultaneous)

Bet you thought you'd seen the last of the Red Falcon when you destroyed his island hideout in *Contra*. Wrong! The Falcon escaped to his home planet, and he's holding a massive grudge against the Earth.

This time the Falcon plans to take over our planet by secretly implanting his galactic warriors into the minds of U.S. Army personnel around the world. Earth's citizens will be defenseless once their military manpower and weaponry are under the Red Falcon's control! In fact, the Pentagon just reported that they've lost contact with Fort Fire Storm, where the majority of the nation's nuclear weapons are stockpiled. Has Red Falcon already struck?! The only way the Army can find out is by sending in their top agents, you and a friend (Mad Dog and Scorpion).

Blast your way through eight stages (six horizontal and two overhead vertical-scrolling) – beginning at the gates of Fort Fire Storm and, if you're good enough, ending in the Red Falcon's Palace. Each stage is overrun with Red Falcon's alien sidekicks dressed in sergeants' clothing to confuse you. Other hideous alien terrors include the Babalu Destructoid Machine, Lip-O-Suction, Jagger Froid, the Spit Soldier, and the Temple of Terror.

As you battle the fiendish aliens you can collect all of the old familiar *Contra* weapons (Machine Gun, Spread Gun, Laser, Flame Thrower, and Rapid Fire) as well as the Mega Shell (which destroys all enemies on the screen) and the Barrier (which gives you limited invulnerability). You'll need all your wits and reflexes to make it to the final showdown with the Red Falcon. Don't even blink – the fate of our world rests in your hands!!





Hot Pro Tips

★ The strategy for Super C is simple – jump and blast your way through anything and everything in

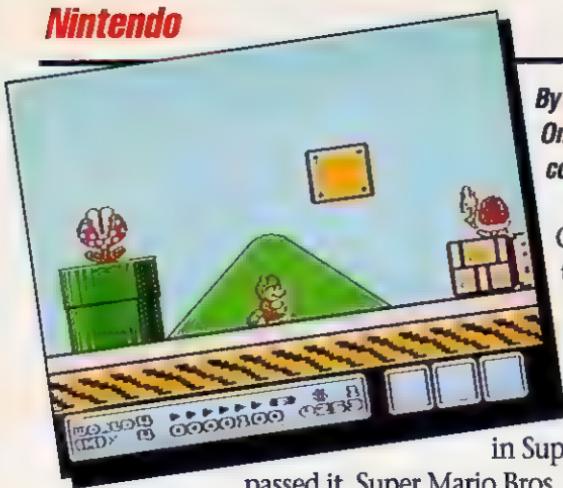
your way until you reach the Red Falcon!

Don't worry if you don't make it through – you can continue up to three times.

- ★** Give yourself an extra edge by starting out with 10 lives! To begin the game with 10 lives during the title screen hit: Right, Left, Down, Up, A, B, and Start. For two players press Select at the end of this sequence.
- ★** To hear Super C's sounds try the following: After you've turned on the power and the two "Supers" come together during the title screen, press and hold Buttons A and B and then hit Start.
- ★** Don't waste time turning around to blast villains who sneak up behind you. Keep firing and jump and roll backwards. The bad guys pass underneath you and become sitting ducks when you land.
- ★** Learn to use the right weapon for the job. For example, the Laser fires less frequently than the Machine Gun but has more power. It may only take three hits to destroy a boss with the Laser, whereas it takes 20 hits with the Machine Gun.
- ★** Concentrate your fire at the top driver of the Boss Tank on Level Two. If you destroy him, you automatically destroy the other two drivers.
- ★** In Level Two the tanks fire in preset patterns and have limited range. Position yourself in between the bullets, and you can take out the tanks with ease! Watch out for soldiers sneaking up behind you!
- ★** In Level Three shoot straight up to destroy the shower of mortar shells. Jump up and out of the way of the ones you miss. They explode on impact.

- ★** Don't rush through the earthquake zone in Level Three because you can't jump off the sections that fall off the screen. Test the areas ahead of you by jumping from a safe section over the next section and then returning to the safe section. The next section you jumped on reacts as if you landed on it.
- ★** In Level Three avoid the Babalu's curvy bullets by jumping on top of it. Jump off as soon as it unleashes its next wave of bullets and then jump back on before he shoots again. Repeat this move several times.
- ★** To destroy the Boss on Level Three avoid the four cannons and concentrate your fire on the middle orb. Destroy the orb and the self-destruct.
- ★** Watch out for falling ledges on Level Four! Keep safe by staying still and shooting straight up until they stop falling.
- ★** On Level Four the cannons only shoot a limited number of bubbles. Wait and take out all of the bubbles before you try to advance.
- ★** In Level Six's valley of the Lip-O-Suction monsters run a straight path near the right side of the screen and shoot directly ahead of you. You'll be able to clear a path and take out the creatures just as they pop up.
- ★** You can take out the orb-spitting fungus sentry on Level Seven without being hit by kneeling down and shooting for its head.
- ★** When it seems like the sky is falling in Level Eight, it's just a trick. Keep standing and running and you won't be crushed at all!

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*By Nintendo of America
One or Two Players (cooperative or competitive)*

Creating a sequel to one of the best selling Nintendo cartridges of all time isn't easy. But the folks at Nintendo have not only equalled the fun of Super Mario Bros. 2

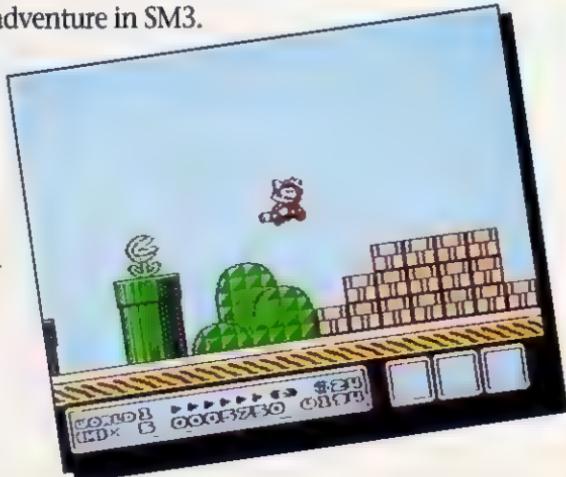
in Super Mario Bros. 3, they've sur-

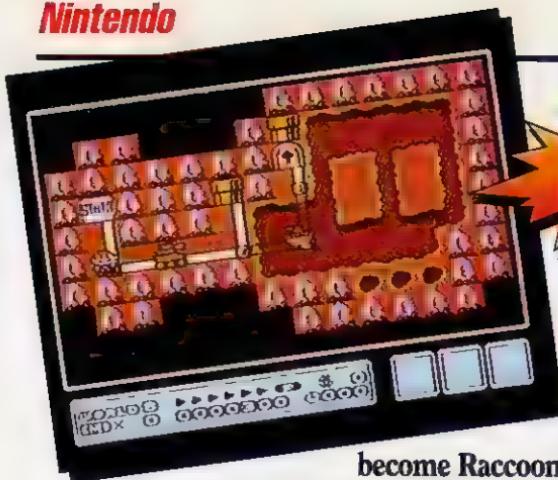
passed it. Super Mario Bros. 3 is a three-meg game pak crammed with so many hidden items and tricky levels that the average game player will be busy for months.

The story takes place back in the Mushroom World, where everything was peaceful until the evil Bowser Koopa (the spiked turtle from SM2) sent his seven children to wreak havoc upon the kingdom. Each sibling stole a royal magic wand from the seven countries in Mushroom World and used the power of the wands to turn each king into an animal. It's up to Mario and Luigi to rescue the wands from the Koopa clan and change the kings back to their true forms.

SM3 has more options than the previous Mario games. Your character can change into Raccoon Mario, Fire Mario, Frog Mario, Hammer Mario, or Tanooki Mario. Each different Mario has his own special powers – Frog Mario can swim, Raccoon Mario can fly, etc. Use the special items acquired in bonus rounds to change your character before entering a level.

There are eight worlds of adventure in SM3. Each world has its own characteristics that cause you trouble. But if you stock up on bonus items and extra Marios, you'll be able to save the day for the Mushroom World. Then, you can relax – until Super Mario 4 comes around.





Hot ProTips

★ Unlimited 1-Ups: To gain unlimited 1-Ups early in the game, first collect a Mushroom and a Leaf to

become Raccoon Mario. In World 1-2 position yourself at the end of the Goomba-producing tall pipe.

When there are five or more Goombas on the ground, jump as high as possible and land on a Goomba. Now, jump again without touching the ground and land on another Goomba. By continuing to stomp Goombas without touching the ground you'll net big bonus points and then 1-Ups!

- ★ Find the Card Layout in World 1-4:** To get to the card layout, you must grab every coin in World 1-4, including all the hidden coins. You also have to get the 1-Up that is available on this level. If you get everything, the N-Mark Spade Panel appears on the main map.
- ★ Find the Magic Treasure Ship:** To reach the Treasure Ship, loaded with coins, you must end a round with the last two digits of your score at "10" and your coin total equal to 11 times the number of the round. For instance, to reach a Treasure Ship after World 1-1, you must have a score ending in 10 and 11 coins (1×11). To guarantee an ending score of 10, hit the goal at the end when you have 10 as the last two digits of your score and your timer is on an EVEN number.
- ★ World 1-1:** There's a 1-Up waiting for you in the clouds. To reach it get the Super Mushroom and the Super Leaf early in the stage. Next, defeat the two Goombas and the one Para-Goomba to clear a runway for yourself. Fly up and follow the path of coins to the clouds. The single block you see holds the 1-Up Mushroom.
- ★ World 1-3:** Find coins in the clouds. Jump on the second Turtle you come to. Hit the Turtle to the left and let him destroy the blocks. Go to the middle of these blocks and jump up to discover the hidden

Jump Block. Jump on this block and spring into the clouds. There are dozens of coins waiting for you here.

- ★ If you are Raccoon Mario and you jump into the clouds, fly up halfway through the level and find a 1-Up and even more coins!
- ★ Find the First Magic Whistle: It's in World 1-3. Get to the place in the level where there are three white platforms in a diagonal pattern heading up (from left to right). There are also green platforms above and below the three white platforms. Get on the middle white platform and stand in the middle of it. Now, hold Down on your control pad for a couple of seconds. You should fall right behind the screen! Continue to the right and don't hit anything. You'll reach a room with a treasure chest that contains the first Magic Whistle!
- ★ Get the Second Magic Whistle: The castle on World 1 holds the second Magic Whistle. To find it, get to the part of the castle where the Dry Bones first appear. Fly straight up from where you find the Super Leaf. Head over the wall to the right and you'll end up in a room with a single treasure chest. This chest holds the Magic Whistle! This whistle can take you from the map screen to Level 5, 6, or 7.
- ★ The Final Magic Whistle: When you finish World 2-4, you'll notice that there are rocks that block you from moving to the right after the castle. Get a hammer by defeating the Boomerang Turtle hanging out in this section of the map. Use the hammer to break through the rocks and reveal the remaining parts of the playfield. Fireball-spitting turtles are waiting for you in this section of the map. Defeat them, and the third Magic Whistle is yours!

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**By Dream Works
One Player**

After the horrendous World War it took years for the dust to settle. But the world emerged unified in peace – or so it seemed. Now mysterious invaders from space have launched a vicious as-

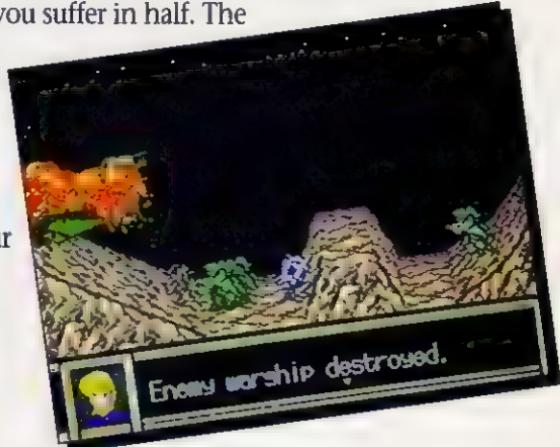
sault on the Earth. Little is known about the aliens' nature or purpose – only their name, Chron, and that they fight with terrible fury! As the commander of Earth's Assault Suit Wing your mission is to beat back the Chron and discover just who they really are.

Target Earth's one-player action takes place through eight fast-paced stages of action. Your battle begins as you defend your base from the onslaught of a huge alien warship, continues in outer space, and ends as you try to destroy the enemy's headquarters and finally come face to face with the Chron themselves. Only then will you learn the truth about these mysterious alien invaders.

You'll need the deadliest weapons known to humankind. Begin your mission with three standard weapons. As you complete each stage you'll earn 14 additional weapons for your arsenal such as the Burst Attacker, a bouncing projectile that explodes on contact.

Sometimes the best offense is a good defense. You'll pick up three pieces of critical defensive equipment. Armor protects you against enemy fire. The Shield cuts the damage you suffer in half. The Back Pack enables you to fly out of the line of fire.

Mind-numbing intergalactic action ensures that you'll have no time to space out while you maneuver your way through this far out adventure. This one's right on target!





Hot Pro tips

★ To earn nine continues do the following: Begin the game and destroy your warship. Let Rex die on his

way to the shuttle. Choose the Option mode, change pad reset from Cancel to Enable. Now (while still in the Option Mode) push Button C and Start simultaneously. A girl with nine continues will slide onto the screen. Exit the Option Mode and save the universe!

- ★** To become invincible in Target Earth simply press Start on Controller 2!
- ★** To change your firing set up in Target Earth simply press Buttons A, B, and C simultaneously.
- ★** The D-D weapon easily destroys large ships. Just fire above the enemy vessel and the explosive cloud inflicts lethal damage.
- ★** Take it easy on your guns. Weapons like the D-D and 25-SC do not have unlimited ammo. Try not to waste the shots.
- ★** To destroy the Warship in Stage 1, stay out of the line of fire from the left and right sides of the ship. Return fire from underneath it.
- ★** In Stage 2, be prepared to lose your friends. Once their warship is destroyed, make a run for your rescue ship before the Chron close in.
- ★** In Stage 3, keep moving to avoid enemy fire. The enemy follows you, but just ignore them and dodge their fire. Use the D-D weapon on their mother ship!
- ★** If you're having trouble fighting off those middle-sized green ships in Stage 4, try the following trick. Get as many of your enemies as you can to follow you, go down to Earth's atmosphere, and slam on the brakes! The ships that followed you will go by into the atmosphere where, if they stay for at least two seconds, they'll perish.

*By Ultra
One Player*

Cowabunga! That ruthless ratfink the Shredder has kidnapped the lovely April, ace reporter and your pal, from her news van. Now this evil crumb has stashed her away somewhere in the Big

Apple. What's a turtle to do? If

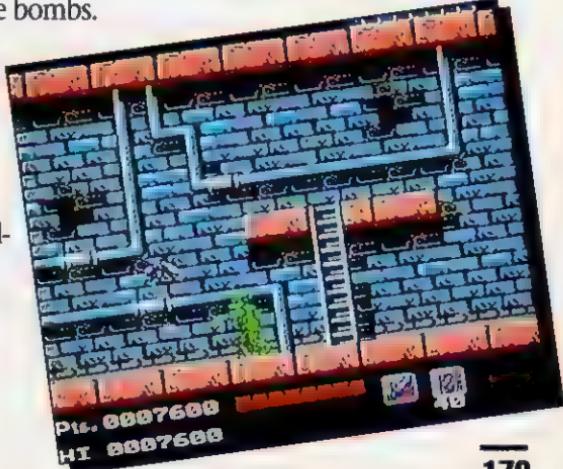
you're a Teenage Mutant Ninja Turtle, you power up with some pizza and go after her - what else?

And that's exactly what you do in this multi-level action game from Ultra. You control the four heroes in a halfshell - Leonardo, Raphael, Michelangelo, and Donatello - through the sewers, rivers, and streets of New York. There are five treacherous levels that lead your green-colored band to the Technodrome, home of the evil Shredder and his Life Transformer Gun.

The turtles are all skilled in ancient fighting arts and prefer to use typical ninja weaponry. Each turtle has his own preference, and it's your job to learn which turtle is best suited for each situation.

And it's important to choose the right turtle because you're going to be in some pretty messy situations. You'll run into Foot Clan Foot Soldiers and the always nasty Mousers - metallic chicken-like beasts with a taste for turtle. You'll also have to survive the streets of New York plus a dip in the Hudson River to disarm some bombs.

Teenage Mutant Ninja Turtles was a top seller last year and, if you give it a look, you'll see why. It's got plenty of fast-paced action and a great rock n' roll soundtrack, too! So give your favorite pizza take-out a ring - you've got a city to save!





HOT PRO TIPS

★ **Unlimited Pizza** – Certain areas can provide you with unlimited pizza for minimum risk:

1st Sewer – At the exit to the first sewer area there is a slice of pizza. Take the pizza and exit the sewer. Now, go back down the exit and you'll find more pizza! Simply destroy the Foot Clan Foot Soldier (without moving from the ladder) and take the slice. You can do this an unlimited number of times. Power up all your turtles!

Sewer Near Where April Is Captive – The extra pizza trick works at the sewer leading to the building where April is being held captive.

★ **Underwater Survival** – It is difficult to disarm eight bombs in two and a half minutes. However, here's a trick that will double your time – making it easy to disarm all eight bombs. Disarm the more difficult bombs including the two bombs past the electric seaweed. Chances are one of your turtles will be in bad shape by the time you pass through the seaweed. When you've disarmed six of the bombs, allow your most severely injured turtle to be captured. This puts you back at the beginning of the level with a fresh two and a half minutes and only two bombs remaining to be disarmed!

★ **The most powerful weapon the turtles can use is the Scroll**. A turtle can carry up to 99 Scrolls at one time. Avoid picking up any other weapons if your turtle has plenty of Scrolls left. Grabbing any new weapon replaces the Scrolls, so make sure you avoid accidentally grabbing something. To be safe, switch to a turtle that isn't carrying Scrolls.

★ **You can't use the Scrolls against the Meka Turtle**. He's immune to them. You must use your regular weapons to have any hope of defeating this metal monstrosity.

- [Yellow Star] Don't waste your Party Wagon's missiles on enemies. Only use them to knock out the barricades.**
- [Yellow Star] Be sure to have at least 40 Scrolls with you when you enter the sewers. Use them to clear a path ahead of you. Remember, if you get hit while jumping, you'll end up in the sewage and the current carries you back outside the building.**
- [Yellow Star] Share Your Boomerangs – Try this trick to give Boomerangs to one of your turtles who has no special weapons. Have one of your turtles who already has Boomerangs throw three of the weapons in the air. Before they return, switch to the turtle that has no special weapon. He can catch Turtle #1's Boomerangs.**
- [Yellow Star] Short hops are more accurate in the sewers. The ceilings in the sewers are low. If a turtle tries a long jump, he'll bang his head on the ceiling and end up in the sewage.**
- [Yellow Star] Use Donatello to beat the giant Mouser that waits at the end of Stage 4. Get right below the jaw of this monstrosity and jab upwards with Don's Bo Stick. A few jabs is all it takes!**
- [Yellow Star] The Technodrome in Stage 5 is certainly scary, but not impossible to defeat. To destroy it you must smash its giant eye. Use your Scrolls for the best results. You must first attack each piece of the machine, one at a time. Go after the force field up front, then attack the door that the Foot Clan Soldiers use to exit the vehicle. Try the gun turrets next by jumping away from their fire and shooting at them when you have a chance. Now, take on the eye.**

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*By Activision
One or Two Players*



That trio of cut-up comedians, Larry, Moe, and Curly, better known as the Three Stooges, are the stars of this looney movie-game for the NES.

The soft-hearted Stooges are trying to save Ma's Orphanage from foreclosure. Each day the boys try to earn some cash. There are five tasks for the Stooges to complete for bucks plus some no-skill money-making options and a few danger spots.

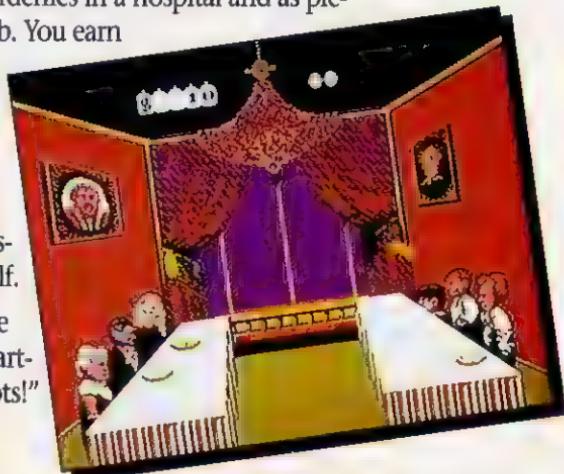
Even selecting tasks is a sort of game in itself. As Moe's hand passes over a group of icons representing the tasks, you press A to try to make him stop at one. As the game progresses, Moe's hand moves faster, making it tough to select the job you want.

All the tasks are take-offs on classic Three Stooges routines. Two of the jobs aren't really jobs at all but contests. In the famous Cracker Eating contest you (as Curly) go one-on-one with a bowl of Oyster Chowder. You must fish out the oyster crackers from the chowder before the oysters grab them.

The Boxing Contest doesn't require any fighting at all. You run Larry through an obstacle course to bring a radio that plays "Pop Goes the Weasel" to ringside, so Curly can fight an inspired boxing match.

The two other jobs are as orderlies in a hospital and as pie-throwing waiters at a ritzy club. You earn cash at the hospital by racing through the hallways trying to catch "red crosses" that a doctor drops behind him. As waiters, you must hit the patrons with as many pies as possible without being hit yourself.

Can the Three Stooges save Ma's Orphanage from the heartless bank? "Why soitenly, toots!"





Hot ProTips

★ One of the best ways to earn cash in the game is the Cracker Eating Competition. Each bowl you

finish is worth \$50, plus \$10 for each cracker you fish out. If you're quick, you can finish several bowls by fishing out one cracker. The key is to get through as many bowls as you can.

- ★ After playing several games, the trivia contest is a good bet for some solid cash. You must answer three Stooge-related questions, and each one is worth \$200. After a while, you'll notice some of the questions repeat, so memorize your answers.
- ★ There are only minor bucks to be made by working as a waiter or as an orderly. Concentrate on picking up your cash in the two contests and by landing on the trivia, cash, question mark, and "Safe!" squares.
- ★ When playing doctor, stay behind the M.D. pushing the gurney to avoid hitting patients. You'll earn more money by getting to the operating room rather than by concentrating on catching red crosses.
- ★ The safest route for Larry during the Boxing match is right down the middle. Jump every time you see an object.

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Wrath of the Black Manta

*By Taito
One Player*

Children are disappearing in New York City. You suspect the evil organization, DRAT (Drug Runners and Terrorists). That means trouble – for them.

Wrath of the Black Manta is an adventure cart that subscribes to the Ninja school of video action. As the Black Manta, you basically jump, somersault, duck, and beat your way through streets, sewers, and warehouses in both urban and tropical jungles.

The five-part story takes you on a whirlwind tour of New York City, Tokyo, and Rio De Janiero, and each part contains several levels full of rooms to explore. You complete a part by cleaning out the drug scum. At the end of Part Five you wind up at DRAT headquarters where you battle Mr. X.

The Manta faces numerous and assorted gunmen and rogue Ninja. Of course, at the end of each level you encounter special menaces such as the flying Ninja, Big Tiny, the Voodoo Warrior, and, eventually, the venomous Mr. X.

You're no pushover; you're packing standard issue Ninja weapons – shurikens and a short sword. But as you complete each level you earn ten mystic fighting arts. For example, the Art of the Shadow summons your mystic clone for double fire power, and the Art of Lightning puts the forces of nature at your command.

There are clues scattered throughout the game that help you solve the mystery. Some are just lying around, others you'll have to sweat out of informants. Rescue a kid, and he usually has a bit of info for you.

Wrath of the Black Manta is yet another opportunity for video Ninjas to don the black hood – but don't forget your thinking caps.





Hot ProTips

★ You can always duck under shots. Wait long enough and every bad guy sets himself up

for an easy shot.

- ★** Always shoot the walls to check for secret doors. You usually have to shoot them several times before they appear, but if you're on a "platform" such as a pipe or another floor that's above ground level, you can find secret doors by walking towards a wall. If you fall through the "platform" to the ground just before you reach the wall, you've found a secret door. Now, shoot the wall to open it.
- ★** Once you exit a secret door you can't get back in.
- ★** There are three ways to find clues: read all the letters, capture informants, and save the children. Jot down the clues. That way, if you die and have to start over, you can speed up your gameplay by skipping those sequences next time.
- ★** The Men in Red in Part 1 tell you nothing of importance.
- ★** The Art of Invisibility which you receive at the end of Part 1 makes you temporarily invincible against all enemies.
- ★** Shoot Tiny's head. Jump and shoot or use the Art of the Shadow, but fire as he backs up. He forces you against the screen, but don't let him touch you.
- ★** In rooms containing three bad guys and nothing else, you get power-ups by beating the goons. Exit, re-enter, and fight again to stock up.
- ★** In Part 2 the Art of the Spider is best used to speed up the game by burrowing underneath large gangs.
- ★** Stand against walls when you shoot the flying Ninja. It's easier to capture the kite that way.

- ★ The missile is the best weapon to use when you're on the Kite.
- ★ In Part 3, try to attack the Voodoo Warrior from behind.
- ★ If you're near a door when gangsters appear, duck in and then back out again. They usually disappear.
- ★ In Part 5, use the Art of Lightning to zap the enemies on ramps above you.
- ★ It doesn't matter which elevator you ride to the top floor.
- ★ Here are the Arts you earn after completing each level:
 - Part 1 – the Art of the Spider and the Art of Invisibility
 - Part 2 – the Art of the Fire Bomb
 - Part 3 – the Art of Fire Rain
 - Part 4 – the Art of Lightning and the Art of Teleportation

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NEW GAMES

**By Hudson Soft**

Master Higgins returns in this long-awaited sequel. Adventure Island II contains nearly twice as many action-filled levels as the original. You'll have to use all your skill and initiative as you traverse over 20 increasingly difficult islands.

Battle dangerous snails, fire-spouting snakes, treacherous

waterways, and oversized sea creatures. You'll rack up points by defeating enemies on the islands and by grabbing all the fruit you find.

It's your job to make Master Higgins jump, fly, and ride a skateboard through the various obstacles waiting on each island. And each island gets progressively harder – are you up to the challenge?

**Castlevania III:
Dracula's Curse****By Konami**

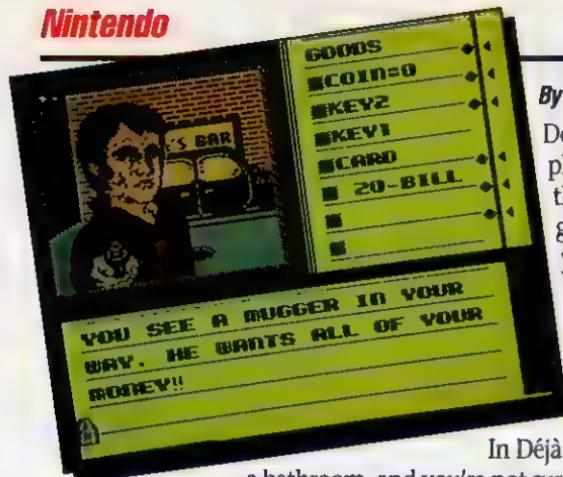
Castlevania III will be a major case of déjà vu for followers of the Konami carts. CVIII looks and plays a lot like the original Castlevania. It even has the ol' Castlevania theme music.

In CVIII, you play Trevor Belmont, forefather of Simon Belmont, the hero of the previous two Castlevania adventures. Count Dracula is terrorizing the village of Warakiya. And of course, the village's only hope is you!

This game features 17 possible levels of play and the same screen setup as the original Castlevania (Life Meter, Enemy Life Meter, etc.). Players fight through three to four stages in every level, making this an extremely challenging adventure for the Nintendo Entertainment System.

Unlike the original Castlevania, the path you choose is up to you. Some paths may lead to the next level, others only spell doom!





By Kemco-Seika

Déjà Vu – Something overly or unpleasantly familiar...or in this case, the newest graphic adventure game from the folks that brought you Shadowgate. Déjà Vu is an interactive text mystery thriller using the same Apple Macintosh-like "mouse" control system that made Shadowgate so popular.

In Déjà Vu, you wake up on the floor of a bathroom, and you're not sure how you got there. For that matter, you're not even sure who you are! There's blood on your hands, and it's not yours. And someone has obviously stuck you with a needle in your left arm – perhaps that's why you were unconscious.

There are over 100 different screens to explore, each filled with detailed animation and graphics. Different command options enable you to inspect, open, close, use, pick-up, or put down a large number of objects. Déjà Vu – it may seem awfully familiar.

Dick Tracy

By Bandai

Things are looking pretty sticky for old Tricky Dick – Dick Tracy, that is, the slick detective of comic strip and movie (à la Warren Beatty) fame. Now, the saga has gone one step further, and Old D.T. is on top of everything else cart-smart for the NES.

You play Tracy in this one player, multi-level, adventure game. You've got to rid the city streets of the notorious "Big Boy" Caprice and his slimy mobster counterparts before they eliminate you by framing you for murder! Flattop, Pruneface, the Rodent, Itchy, plus that mysterious newcomer, the Blank, are all here in full force.

Will the streets ever be safe again? Keep your eyes open for this cart and help Dick "take a bite out of crime."



By Sega

Here's another Dick Tracy cart, this time for the Sega Genesis. This one also comes complete with the colorful enemies and fast-paced action that made the movie the big hit of last summer.

This cart uses a special "double fighting" technique that enables you to move right and

left, fighting with your fists and a hand gun,

plus an additional option to turn into the screen and use your machine gun. When you fire your machine gun, you'll see your bullets trace across the buildings, leaving marks where they hit.

Dick Tracy features six stages of gameplay, each broken down into three waves, plus a bonus round. Expect to encounter all the baddies from the movie including: Big Boy Caprice, Flattop, Itchy, Pruneface, and the Brow. A "Cast" option will enable you to look at any of these characters and get a feel for how they attack.

Calling all carts! Be on the look out for Dick Tracy!

Drac's Night Out

By Parker Brothers

What do you get when you combine everybody's favorite Count with America's hottest athletic shoe, the Reebok Pump? Why, the wackiest ghoul adventure yet for the NES.

Drac's Night Out is a two-part game, with the first half taking place inside Dracula's castle. It's your job to get Dracula out of the castle as quickly as possible, so he can head to town for a snack in part two.

Drac has set up elaborate traps throughout his multi-level castle. By pulling a few levers, he can stun the villagers who chase him with stakes.

Reebok Pump icons are found throughout the game. Once the Count grabs them he can jump higher and run much faster. Drac can also jump on the villagers' heads when he's "pumped up."

Once free of the castle, it's off to the village, to find your sweetheart, Mina. But don't stay out too late, vampires hate the sun!

**Nintendo**



By CSG Imagesoft

Based on the monster hit arcade game of the early 1980's, Dragon's Lair features some of the best Nintendo animation to date. You control Dirk the Daring, a brave knight in pursuit of the fair princess, Daphne.

Daphne is being held hostage by the evil wizard Mordroc's fire-breathing dragon,

Singe. To get to Singe, you must traverse the perils of Mordroc's Castle. This will require you to jump, crawl, walk, and climb through the many hazards that await you. You'll also have to use weapons, although this is not a "slash and hack" game.

The castle is broken up in to seven main areas. You can improve your weapon, find gold, earn extra energy, or find candles to light the way through the darker portions of the castle. But use caution... there are far more tricks than traps in the halls of Mordroc's Castle.

Ghostbusters

By Sega

Ghosts and ghouls are causing a commotion in the Big Apple. Who ya gonna to call? The Ghost-busters, of course... they're ready to believe you!

It's been quiet since the destruction of the temple of Zuul (an event that took place in the first Ghostbusters movie), but lately the phones have been ringing off the hook. Spirits and poltergeists are terrorizing the population of New York. It's your job to help the Ghostbusters bust those ghosts!



Genesis

Select one of four ghost-infested buildings and choose your Ghostbuster. Next, suit up and buy your weapons. Choose items such as Bubble Projectiles, Three-Way Shots, and Phaser Shells. Be sure to buy some food, too, so you can power-up at critical times. Choose your items carefully – if you're successful during your mission, you'll be rewarded with cash so you can buy better weapons. Who ya gonna call? Hey, it's obvious!

**By Sunsoft**

Everybody's favorite mischief-makers – the Gremlins – are back, and ready to invade your NES once again.

Gremlins 2: The New Batch stars Gizmo, the cute little mowgli featured in both movies. Gizmo is up to his ears in trouble. He's trapped inside Clamp Plaza by the evil Gremlins. Unless he can battle his way to the Control Center, the Gremlin menace will run rampant throughout the city.

You'll have to rely on the things you find inside in Clamp Plaza for weaponry: matches, a flashlight (Gremlins hate light), tomatoes, and a homemade bow and arrow. Occasionally, the door to Mr. Wing's Magic Shop mystically appears – providing you with a gateway to powerful items to help you in your struggle.

It's all up to Gizmo and you to save the city. But be careful, Gremlins are devious creatures.

It Came from the Desert

By Cinemaware

Lizard Breath, California, a small desert community, is about to be overrun by ants. Normally this wouldn't be such a problem – except these ants are radiation-crazed mutant monsters as big as Volvos!

It's all part of the buggy fun in It Came from the Desert, an interactive movie adventure brought to the TurboGrafx-16 by the folks who have made interactive movie games their specialty, Cinemaware.

The goal of your character in this drama of monstrous proportions is to convince the townspeople of the imminent danger plus locate the creatures' nest and destroy the eggs.

But this is more than a monster movie. You'll deal with blackmailers, love interests, and weird desert cults in the wake of the antsy onslaught. You'll feel like Paul Revere as you run through town shouting, "The Insects Are Coming! The Insects Are Coming!"

**TurboGrafx-16**



By NEC

An international arms syndicate headed by that evil genius, Dr. Che Garcia, wants to take over the world. But the C.I.A. has a master plan to stop them - YOU! In this CD ROM game you play Guy Kazama, a human fighting machine, and you must take on the entire arms syndicate before time runs out.

You'll need special weapons and military tactics to complete the six dangerous missions that await you. Switch weapons, gain rank, and earn medals for valor on your road to victory.

Last Alert mixes challenging gameplay with dramatic animated sequences to provide you with a detailed action-packed story to go along with all the "wham-pow" action. This is definitely a "no guts; no glory" adventure. Do you have the guts?

The Last Ninja

By Jaleco

Take a 9th Century Master Ninja, drop him into Central Park in modern day Manhattan, and you've got the story behind The Last Ninja, an extremely successful PC game now for the NES, complete with the 3D graphics and 360 degree movement that made it such a hit in the computer world.

Armakuni has chased his nemesis, the Evil Shogun, through time to New York City. Now, by using items he finds throughout the city, he must arm himself and prepare for the final battle.

The Last Ninja is a combination action/puzzle game where you must think, as well as punch, your way to victory. Guide Armakuni through seven stages and countless screenscapes. You must fight and think on the run as you move closer to your goal.

You've travelled 1100 years through time to confront the Evil Shogun; this time you must not fail!





By Hudson Soft/NEC

King Brace has died and now his two sons, Prince Zach and Prince Sirius, must battle to decide who will be king. During the battle, a desperate Prince Zach calls upon the powers of the evil former king, Drodam (who was vanquished by Brace many years ago). Using these evil powers, Zach wins and the Ancient

Kingdom is plunged into darkness.

Soon after that Prince Sirius finds the Legendary Royal Sword, a weapon filled with magical power. You must help Sirius overcome his evil brother Zach, with the help of this magical sword.

Legendary Axe II is the sequel to one of the most popular TurboGrafx-16 games of all time, The Legendary Axe. You control Sirius as he moves through dungeons, caves, shrines, and other danger-filled areas on his quest to overthrow his wicked brother.

Mega Man 3

By Capcom

Dr. Wily has had enough. After two defeats at the hands of Mega Man, the doc has decided to join the good guys. Teaming with Dr. Light, the two set out to create the ultimate peace-keeping robot, named "8."

However, the components for the "8" project are located on eight different worlds caught in a robot rebellion. This sounds like a job for Mega Man! This time Mega Man has a partner, his robo-dog, Rush, who can change into a jet platform, a submarine, and a springboard.

Players must travel through 21 levels of play and defeat eight new villains: Top Man, Shadow Man, Gemini Man, Needle Man, Snake Man, Magnet Man, Hard Man, and Spark Man. This is the best Mega Man adventure yet!



**By Jaleco**

The Mech is the family attack vehicle of the future. No longer are station wagons, sports cars, and four-by-fours the staple of American transportation — they're just not equipped to handle the dangers of the 21st century. Make way for the mighty Mech, a fusion-driven, subterranean powerhouse that

doesn't take "no" for an answer. The Mech can stomp on or blast into oblivion anything that blocks its path.

One of the unique features of Mech is your ability to leave the Mech at any time to explore the roofs, underground passages, and back alleys of future civilization. After all, a large metal vehicle is much bigger than a bread box — it won't fit everywhere.

Mech features six levels of fast-paced action. It's your job to singlehandedly save mankind. Now if you could only figure out how to work your Mech.

Mickey Mouse

By Sega

The evil witch, Mizrabel, has kidnapped ("mousenapped?") Minnie Mouse and has taken her to her castle. But don't expect the ever-courageous Mickey Mouse to take this lying down!

That's where your adventure begins in Mickey Mouse, a new Disney one-player adventure for the Sega Genesis. You control Micky as he travels through seven treacherous levels in an effort to reach Mizrabel's castle.

Along the way, you'll encounter strange enemies made of leaves, animated toys, a giant gingerbread man, ghosts, bats, insane clocks, and plenty of other magical beings. It's like *The Sorcerer's Apprentice* and *Alice in Wonderland* combined.

By collecting seven magical gems, you can create a rainbow that leads you to the castle. Your final battle takes place in Mizrabel's castle against the bad witch herself. Defeat her and Minnie is yours.

**Genesis**

**By Arcadia**

Take to the skies with that teflon-coated seeker of truth, the Silver Surfer, as you battle over strange worlds and forgotten realms against the evil of the Magik Domain.

Based on the popular Marvel comic book, Silver Surfer is a three megabit action game with 12 levels of adventure. Your goal

as the Surfer is to destroy the five elements that will form the Portal Machine in order to keep the diabolical Magik Warriors from swarming into our dimension.

Silver Surfer fans will recognize many of the villains, who've been pulled right from the pages of the Surfer's comic: The Heralds of Magik, Mephisto, Emperor, Reptyl, and the Possessor all desire to destroy the Surfer. Can you stop them?

Spiderman**By Sega**

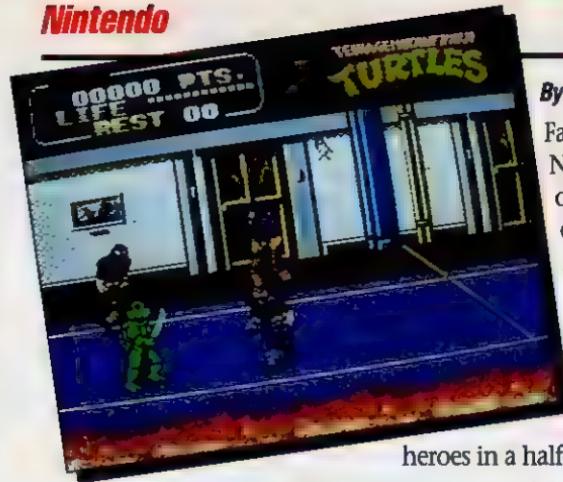
The most popular comic book hero of the past 25 years is Marvel Comics' Spiderman (Take that, Batman!). So it's only fitting that Spidey will be swinging his way through his own video game this year.

The Kingpin, one of Spidey's biggest adversaries (literally, too!), has hired several of Spiderman's nemeses to make the Webhead dead. Spidey's greatest foes have been pulled from the pages of his mag: Dr. Octopus, Electro, Sandman, Hobgoblin, and the Lizard are at their very baddest in this one player game. Your goal is to avert capture and locate the Kingpin so you can defeat him.

Spiderman utilizes two perspectives – an overhead tactical map, providing you with a birdseye view of the Big Apple, and a horizontal and vertical-scrolling side-view, used in all combat and action sequences.

There's danger at every turn for the Webslinger. But if things get too tough, just pop by Aunt May's house for some home cooking! The villains will never find you there!





By Ultra

Face it, folks! Teenage Mutant Ninja Turtles are now as big a part of American culture as bad TV sitcoms and fastfood drivethrus. And riding the Turtles' wave of popularity are the folks at Konami/Ultra, who have created a smash arcade game, a mega-hit NES title, and a super Game Boy cart all based on those heroes in a half-shell.

And now there's a home version of the hit arcade machine. Teenage Mutant Ninja Turtles: The Arcade Game features two-player cooperative play and 10 levels of exciting action. Two brand new levels have been added to the cart – a snowy New York scene and a giant Ninja Castle.

All the baddies from the coin-op are here: Rock Steady, BeBop, Shogun, the Stone Warrior, and of course, the Shredder. Choose your turtle and prepare yourself...the Technodrome is waiting!

Tiger Road

By NEC

You control Lee Wong, the top master of the Oh-Lin Temple Boxing Technique, on his journey of vengeance. The Oh-Lin Temple has been destroyed, and the disciples and priests have all been killed by the Dragon God and his henchmen. Even worse, the children of the village have all been abducted by the same evil group.

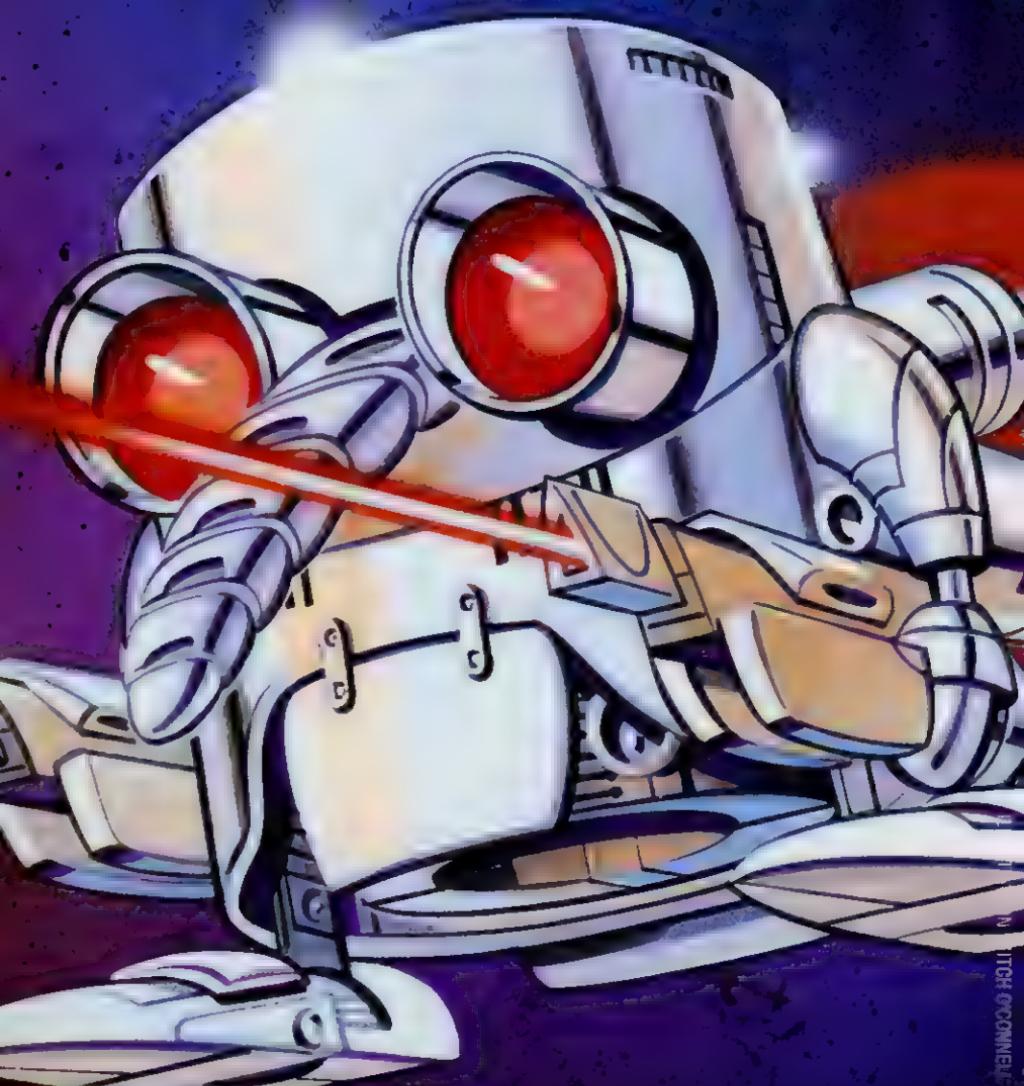
You need the secret "Double-Headed Tiger" fighting style, and if you use it well, you can get to the evil Dragon God — but the Dragon God has the secret texts describing these techniques. You must find all the scrolls before you can succeed in your mission.

Tiger Road is a horizontal and vertical-scrolling action game with five stages of adventure. Your goal is to clear each stage controlled by the Dragon God, defeat the boss, and save the captured children — all within a set amount of time.

The products named in this section are the tradenames or trademarks of their respective companies.



SECRET WEAPONS AND TACTICS



Mission 23 Password

To begin on Mission 23 use the following password:
TX29U

Mission 24 is the last mission.

Abadox

Invincibility

To become invincible try the following pad trick during the copyright screen: Push A, A, Up, B, B, Down, A, B, and Start.

Adventures of Lolo

Jump ahead with your password.

If the second letter in your code is earlier in the alphabet than the fourth, simply switch the two and you'll jump ahead to a higher floor. This works for all codes that begin with A, B, C, or D.

Last Level Password

To begin in the last room on the tenth level type in:
GCVT

Adventures of Lolo 2

Last Level Password

To begin on the last level use the following password:
VQTD

Special Secret Levels

To play the four extra secret rooms use the following passwords:

PROA, PROB, PROC, and PROD

After Burner

Level Select

Select any level up to 20. When "Start" appears on the title screen press Button C, A, B, and Start simultaneously.

Arkanoid

Continue

After your game has ended and the title screen reappears, hold Buttons A and B and press Select five times. Then press Start.

Level Select

To play any level in the game try the following pad trick during the title screen: Push Up, Down, Left, Right, and then Button B four times. Use the menu that appears to select your level.

Invincibility

To become invincible press Up, Up, Up, Up, Down, Left, Right, and Up during the title screen.

Bad Dudes**Nintendo****Begin with 64 Men**

During the title screen press B, A, Down, Up, Down, and Up on Controller Two and then press Start on Controller One.

Battle of Olympus**Nintendo****Final Round password.**

Use the following password:

zJzFDZ THaJtdO MKHKSj a1kSX!o

Blazing Lasers**TurboGrafx-16****Difficulty Select**

Put Buttons I and II on top turbo speed and hold them and the Select button down simultaneously. Now you can choose from "Normal Dog" or "Hard Human" game settings. Put the turbo on the lowest settings for Button I and II and hold the Select down simultaneously. Now you can choose from "Super Mania" and "God of the Game" settings. After you've selected your mode use the Run and Select buttons to reset the game.

Unlimited Continues

When the title screen appears press Select and then Run, and continue to hold both buttons down until the game starts. When your first game is over you'll discover that you have 30 continues. Now, instead of pressing Run right away press Select two times, moving the indicator to "Game Over" and then "Continue." Now press Select and then Run and continue to hold them both down until the game starts. The number of continues will always read 30 but you'll be able to continue unlimited times.

Pick Any Level

Enter the following code: EECJJ. Select one or two players continue. Now, using Buttons A and B, you can flip through levels 1 to 112. When you select the level you want to begin on hit Start.

See the Second Ending

Enter the following code: EECFG. This code puts you one board away from the second and final ending. To see the ending you have to beat Grumple Grommit.

Steal lives

In a two-player game you can steal lives from your playing partner after you die. Simply hit Start to pause the game, and then press Select.

Let a second player join in.

A second player can join the game at any time by pushing A, B, and Select simultaneously.

Bugs Bunny Crazy Castle**Last Level Password**

To begin on the last level use the following password:

YTKX

Bump 'n Jump**Secret Continue**

On Controller One hold down Select while you simultaneously press Button A and B on Controller Two. Now push Start on Controller One two times.

Contra**Begin with 30 Lives**

As soon as the title screen stops scrolling, quickly press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start on your controller. The trick works for one or two players and when you continue your game you'll continue with 30 lives!

Steal Lives

In a two-player game you can steal lives from the other player by holding down Buttons A and B simultaneously after you die.

Crystal Mines**Level Select**

Press Start and when the screen shows player and level number press Button A and B to pick your level.

Pick Your Stage

Get a high score that takes first place, enter the initials ".SD," and during the title screen press Left, Buttons I and II, and Select. Keep pressing the Select button, pick a country, and the Stage Select screen appears.

Flying Dragon**Nintendo**

To head straight to the World Championship, type the password:

BAAA

Galaga 90**TurboGrafx-16****Extra Weapons**

To earn special extra weapons press Up and Run simultaneously on your controller when you start the game. You'll know the trick is activated if the capsule above your ship which is normally blue turns red. At the beginning of each stage shoot the last enemy as he descends towards your ship. He'll drop a barrel that gives you either an extra ship, a speed up, or extra fire power.

Ghosts 'n Goblins**Nintendo****Level Select**

During the title screen hold Right and press B, B, B. Now press Up and then B, B, B. Next push Left and B, B, B. Finally, push Down and then B, B, B. Push Start to reach the Level Select screen. Use A or B to pick your level.

Goonies II**Nintendo**

Begin with all the implements and all six Goonies rescued. Now, go and save Annie.

Use the following password:

Y' "↓U 'S" 3"CR

Gradius**Nintendo**

Start with the Shield, two Options, and one Speed.

When you begin the game, press the Pause button, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start on your control pad. You can only use this trick once for each level.

Gradius (Cont'd)

Nintendo

Continue

To begin where you last died press Down, Up, B, A, B, A, B, A, and Start on your control pad during the "Game Over" screen.

Guardian Legend

Nintendo

Skip the Adventure Scenes

To skip the adventure scenes and just warp to the shoot-em-ups type in the following: TGL (use spaces for the rest of the positions).

Sound Test

Hold Buttons A and B simultaneously on Controller One and then turn on the power.

Gyruss

Nintendo

Begin with 30 lives

As soon as you see the title screen, quickly press A, B, Right, Left, Right, Left, Down, Down, Up, Up, and Start on your control pad. This trick must be done before the title screen disappears.

Herzog Zwei

Genesis

Last level password.

Here's a code for Round 32:

JLJOIGLAOKN

Ikari Warriors

Nintendo

Continue

When you die press A, B, B, A before the title screen appears. This trick does not work on the last level of the game.

Level Select

Press Up, Down, A, A, B, Left, Right, A, B, Up, A, Down, Right, Right, Left, B, Up, Left, A, Right, B, Left, Right, A, Left, Up, A, Down, A, Right, Left, B, and then Start during the title screen.

Karnov

Nintendo

Level Select

You'll need both controllers to make this trick work. On Controller One hold A, B, and Select simultaneously. While continuing to hold these press Button A on Controller Two to pick your level (three times for Level Two, four times for Level Three, etc.).

Last Level Password

This password takes you to the last level to defeat Medusa with 9,999,999 points:

AuW2e5 XcdFØØmtØØØG
K5ØWuu

Another Last Level Password

This password takes you to the last level:
**DANGER !!!!!
TERROR HORROR**

And yet another Last Level Password

This password takes you to the last level with endless life and 640 Hearts:

8uuuuuu uuuuuuu
uuuuuuu uuuuuuu

The Last Battle

Genesis**Continue**

You can continue after Chapter One by doing the following pad trick: When your game is over press Buttons A, B, and C simultaneously. Hold these and press Start four times. If you finished Chapter One you will now be able to select up to the Chapter you reached.

The Legend of Zelda

Nintendo

To start with the Second Quest simply type in "Zelda" for the character name and register it!

Life Force

Nintendo**Begin with 30 Lives**

As soon as the title screen stops scrolling hit Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start on your controller. This works for one or two players.

Steal Lives

In a two player game you can steal lives from the other player by holding down Buttons A and B simultaneously after you die. You're back in action!

Metal Fighter

Nintendo**Level Select**

During the title screen press both A and B and simultaneously hit the Select button two times for Stage 2, three times for Stage 3, etc. Then hit Start to begin.

Metal Gear

Nintendo

Ending Password

See the ending and final credits with the following password:

WZRJZ QZZZD UJ51Ø UIQZZ NZRZE

Metroid

Nintendo

Play the girl with all of the arsenal weapons.

Use the following password:

mMuiS1 II6-GE Jls?hØ mØØWRM

A strange password.

Use this password for strange surprises. There's no Varia and the ending is unusual:

999999 999999 KKKKKK KKKKKK

Password to turn Samus into a girl!

Play with Samus as a female warrior by entering:

JUSTIN BAILEY -----

Mickey Mousecapade

Nintendo

Level Select

During the title screen try the following pad tricks to reach different areas:

Pirate Ship: Up, Select, A, B, and Start simultaneously.

Castle: Down, Select, A, B, and Start simultaneously.

Ocean: Right, Select, A, B, and Start simultaneously.

Woods: Left, Select, A, B, and Start simultaneously.

Continue

When the "Game Over" screen appears, wait until the title screen comes on and then press Button A and Start. You'll continue from your last level of play.

Monster Lair

TurboGrafx-16

Unlimited Continues

Hold down Select when you enter your initials on the scoreboard. Enter "68K" while still holding Select. Release the Select button when your name has been saved and the title screen appears. Your next game will have an unlimited supply of continues.

Ordyne

TurboGrafx-16

Reach the Secret Test Mode where you can hear a Sound Test, select your round, pick your number of ships, and more.

During the title screen hold Run, then press Select six times, and release. Hold Buttons I and II and Upper Left on your turbo pad simultaneously and then press Run. Press Select and Run simultaneously to reach each part.

Limited Invincibility

During the second mission go to the destructible box up and to the far left from the start point. Proceed left until a shiny bit of the box is showing. With an arrow destroy the box. Make sure that no enemy soldiers are in your way or anywhere else on the screen when you do this. As soon as there is an impact, walk left as far as you can with a patch of smoke behind you. Now Rambo is unstoppable until he reaches the bonus stages where he can be killed by time bombs or helicopters and tanks. But remember, if Rambo destroys another box he won't be invincible anymore.

Seicross**Nintendo****Continue**

To continue hold Button A and Start during the title screen.

Sky Kid**Nintendo****Continue**

To continue hold Down and Left diagonally on Controller Two and press Start on Controller One.

Spy Hunter**Nintendo****Begin with all of the weapons.**

To begin with all of the weapons press A, B, and Select simultaneously when the title screen appears, and then press Start to begin.

Super Mario Brothers**Nintendo****Continue**

To continue on Super Mario Brothers simply push Button A and Start after you die. You'll continue at the beginning of the last level you were on.

Thunderbirds**Nintendo****Level Select**

To select your level push Up and Left simultaneously while resetting the game. Now push Button A, then Button B, and then Select. Now pick your level.

Automatic Level Finish

Start the game. While playing press Pause. Now push Up and Left simultaneously. Then push Button A, Button B, and Select simultaneously. Next unpause the game. This finishes the level automatically.

Level Select

Hold Buttons A, B, and C down while turning the power on. Continue to push the buttons and hit Start when the title screen appears. Now you can pick your starting level, difficulty, and several other options.

Tiger Heli**Nintendo**

Continue

As soon as you die hold Buttons A and B down simultaneously.

Trojan**Nintendo**

Continue

During the title screen hold Up and push Start.

Victory Road: Ikari 2**Nintendo**

Continue

Press A, B, B, A when your last man dies. This doesn't work during the last level.

Xexyz**Nintendo**

An ending password.

To begin at the end use the following password:

5C2B5 C8A1E

Zanac**Nintendo**

Sound Test

To enter the Sound Test mode hold down Buttons A and B simultaneously before turning the power on. Then, release both buttons and check out the sounds!

Level Select

When the title screen appears press Reset 13 times and then press Start. Select "Continue" and move the controller Left and Right to select stages 1-10, and then press Start.

Continue in Area 11
and 12

To keep going after your ships are depleted in the 11th and 12th areas do the following: When your game is over set the ship to "Continue" on the title screen. On Controller 2 press Down, then Up. Now press Start on Controller 1.

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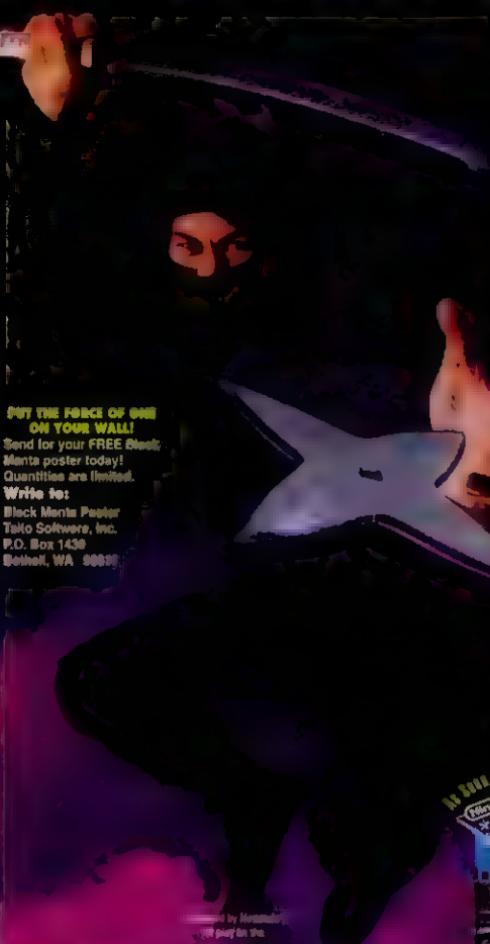
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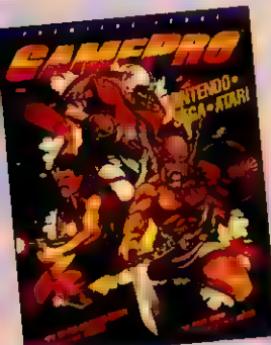
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